

ISSUE NO.  
**268**  
JUNE  
JUL/AUG PRE-ORDER



**GAME TRADE MAGAZINE**



**DUNGEONS & DRAGONS**

**FRAMEWORKS**

**CUSTOMIZE YOUR MINIS**

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*PLUS NEW D&D SPRUE RELEASING THIS FALL - MORE DETAILS INSIDE!*

## IN THIS ISSUE:

- **SKULLBREAKER THE DRAGON SLAYER IS THE LATEST GODTEAR CHAMPION TO SMASH ONTO THE BATTLEFIELD FROM STEAMFORGED GAMES!**
- **CONTEND WITH THE QUEEN OF HEARTS' CAPRICE IN NORTH STAR GAMES' PAINT THE ROSES!**

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**THIS IS JUST  
THE BEGINNING.**



**WELCOME TO THE GAME.**



SPOTLIGHTS



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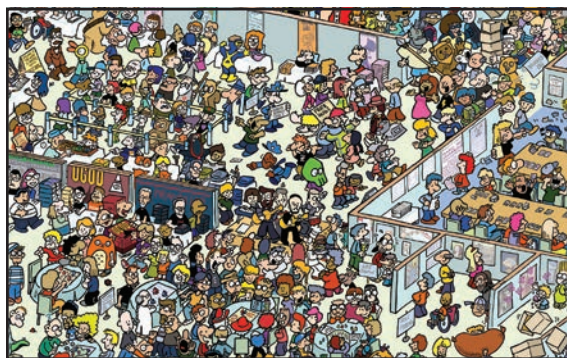
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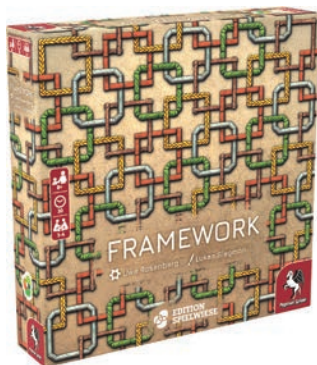


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### Greetings Dear Readers!

As summer approaches, things are just heating up in your June edition of *Game Trade Magazine*!

We kick things off with an exclusive sneak peek at the upcoming wave 2 of WizKids wildly popular *Dungeons & Dragons Frameworks* line. Dragons, gnolls, giants and more(!) will be joining the customizable miniatures brand and the tabletop has never looked so good!

And speaking of miniatures — we go behind the scenes with Steve Margetson of Steamforged Games and take a closer look at the newest champion for *Godtear*, *Skullbreaker*, *The Dragon Slayer*! This massive orc slayer champion is driven to hunt bigger and bigger prey while wielding a massive blade that he made from the jaw of a dragon. *Skullbreaker* is sure to bring fury and ferocity to your next game of *Godtear*! Of course, if you prefer your fantasy to be a bit more *fantastical* — well, look no further than *Paint the Roses* from North Star Games. In this exciting puzzle game, players cooperate to anticipate — and execute — the Queen of Hearts' capricious whims.

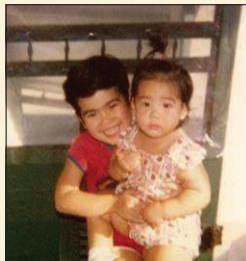
Oh, did we say "execute?" Well, you know what will happen if you can't arrange the garden per the Queen's wishes, don't you? (Here's a hint — "OFF WITH THEIR HEADS!")

We've even got a great article from longtime *GTM* contributor, John Kovalic! Be sure to check out the next *Dork Tower* collection, *The Tao of Igor* for some big surprises featuring some of your favorite *Dork Tower* characters!

All this and more as the summer convention season kicks off with friends and families discovering more great games to enjoy together!

And speaking of family, I'd like to wish a very happy birthday to a sometimes-nemesis, sometimes-partner-in-crime: my sister — without whom many an adventure would not have been the same — happy birthday sis!

Game on!  
-JG



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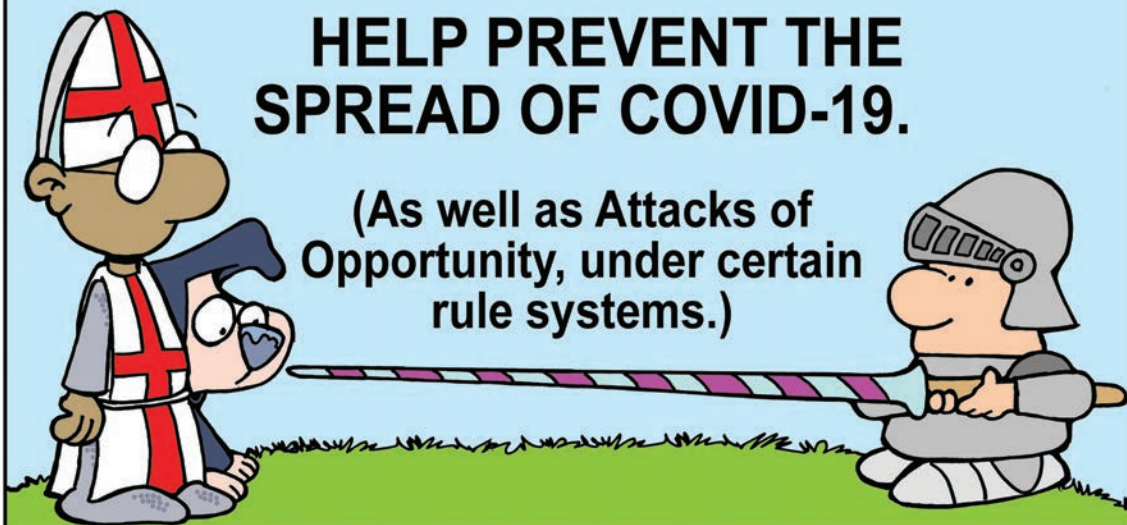
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# FOR YOUR SAFETY

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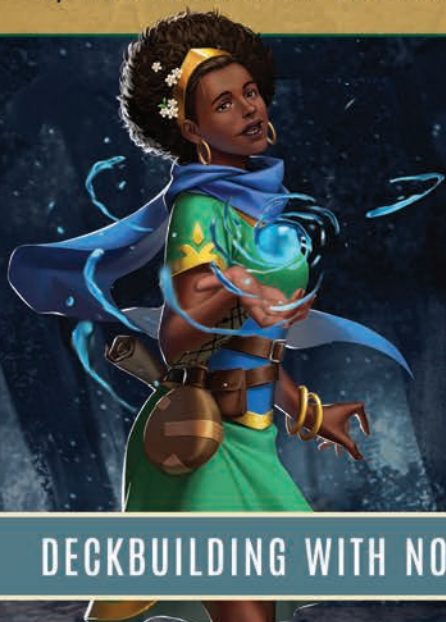


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Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



## WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

**GTM** provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine...**

## GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

**FROM THE EDITOR/FOREWORD:** In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

**COVER STORY:** Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

**FEATURES:** Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

**SPOTLIGHTS:** These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

**PREVIEWS:** These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



**DESIGNER DIARIES:** These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

**REVIEWS:** Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.

**EXCLUSIVES:** While virtually ALL of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

**GAMES SECTION:** Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.



## HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

**SPOTLIGHT ON**



**MY CITY**  
My City is a unique, family-oriented legacy gaming experience that is played in relatively short episodes. The game consists of 24 different episodes beginning with the development of a city in its early preindustrial stages and progressing through industrialization. Players choose and actions made during one session of gameplay carry over into the next session, creating a personalized gaming experience. For players who do not want to experience My City as a legacy game, a double-sided game board offers an alternate setup for repeatable play. Scheduled to ship in October 2020.  
TAC 691486.....\$34.95

**ULTRA PRO**



**AMY BROWN**  
Scheduled to ship in July 2020.

**AUTUMN STROLL PLAYMAT**  
UPI 15550.....\$11.99

**BOTTOM OF THE GARDEN STANDARD DECK PROTECTOR SLEEVES (100)**  
UPI 15525.....\$11.99

**MORGAN LE FAY PLAYMAT**  
UPI 15526.....\$11.99

**MYSTIQUE STANDARD DECK PROTECTOR SLEEVES (100)**  
UPI 15549.....\$11.99

**PASSAGE TO AUTUMN PLAYMAT**  
UPI 15530.....\$11.99

**QUEEN MAB STANDARD DECK PROTECTOR SLEEVES (100)**  
UPI 15527.....\$11.99

**SISTERS STANDARD DECK PROTECTOR SLEEVES (100)**  
UPI 15526.....\$11.99

**WHERE THE WIND TAKES YOU PLAYMAT**  
UPI 15527.....\$11.99

**USAOPOLY**

**SPOTLIGHT ON**



**CODED CHRONICLES: THE SHINING - ESCAPE FROM THE OVERLOOK HOTEL**  
In The Shining, Escape from the Overlook Hotel, take on the roles of Wendy and Danny and work together to search for a way out. Scheduled to ship in September 2020.  
USO 6810720.....\$11.99

**DRAGON BALL Z: COLLECTOR'S CHESS SET**  
The Dragon Ball Z Chess Set is a must-have collectors item for fans and strategy gamers alike, featuring 18 custom sculpted, full-color battle of characters from the popular anime franchise. Scheduled to ship in September 2020.  
USO 01113449.....\$11.99

**MONOPOLY: ELF**  
Fans of the classic holiday film Elf will be tickled pink as they travel down memory lane in this re-imagined version of Monopoly. Scheduled to ship in September 2020.  
USO 04ND0595.....\$11.99

**RISING: THE BATMAN WHO LAUGHS**  
Next in the cooperative Rising series, The Batman Who Laughs Rising, players must work together and roll dice to reveal key heroes and allies to fight back against a host of villains, concluding with a showdown against the Batman Who Laughs. Scheduled to ship in September 2020.  
USO 0C010103.....\$11.99

**SPOT IT!: SPONGEBOB**  
Get ready for an underwater adventure with Spot It! SpongeBob. Scheduled to ship in September 2020.  
USO 9096712.....\$11.99

**SPOT IT!: RUDOLPH**  
Get ready for a magical winter wonderland with Rudolph Spot It. Scheduled to ship in September 2020.  
USO 90033069.....\$11.99

**SPOT IT!: PROTOPIA**  
Get ready for a futuristic adventure with Spot It! Protopia. Scheduled to ship in September 2020.  
USO 90033069.....\$11.99

**WIZARDS OF THE COAST**

**FEATURED ITEM**



**MAGIC THE GATHERING CCG: ARENA STARTER KIT**  
WOC C7512000.....\$11.99

**MAGIC THE GATHERING CCG: CORE 2021**  
NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.  
BOOSTER DISPLAY (34) WOC C7503000.....\$11.99  
BUNDLE WOC C7507000.....\$11.99  
COLLECTOR BOOSTER DISPLAY (12) WOC C7510000.....\$11.99  
PLANESWALKER DECK DISPLAY (10) WOC C7506000.....\$11.99  
JAPANESE CORE 2021 BOOSTER DISPLAY (34) WOC C75031400.....\$11.99

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**SPOTLIGHT ON**



**DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS - SAPPHIRE DRAGON PREMIUM FIGURE**  
Over 100mm tall, this miniature is based on the all-new art for the Sapphire Dragon, released by Wizards of the Coast for their 45th anniversary. Scheduled to ship in July 2020.  
WZK 96019.....\$69.99

**FEATURED ITEM**



**MARVEL HEROCLIX: FANTASTIC FOUR BOOSTER BRICK**  
The Fantastic Four return to HeroClix for an unforgettable 5-figure booster release! The Thing, the Human Torch, the Invisible Woman, and Mister Fantastic team up with some of their well-known allies to take on some of their greatest foes including Dr. Doom, the Fearful Four, and the shape-shifting Skrulls. The wide selection of characters and keywords to build with will provide something for every HeroClix player and collector. Scheduled to ship in July 2020.  
WZK 84752.....\$129.90

**FEATURED ITEM**



**MARVEL HEROCLIX: FANTASTIC FOUR DICE AND TOKEN PACK**  
This Dice and Token Pack contains 2 custom dice featuring a special Fantastic Four icon to celebrate the release of the Marvel HeroClix Fantastic Four! The 6 action tokens will also feature bystanders on the back to use with characters that generate bystanders in the Booster Set Dice and Token Packs are a great way to enhance your HeroClix experience! Scheduled to ship in July 2020.  
WZK 84755.....\$9.99

**FEATURED ITEM**



**MARVEL HEROCLIX: FANTASTIC FOUR FAST FORCES**  
Black Panther, Ghost Rider, Hulk, She-Hulk, Spider-Man and Wolverine form the New Fantastic Four in this Fast Forces pack to accompany the Booster Brick. Fast Forces are a great way for players to create a new thematic team right out of the box! Scheduled to ship in July 2020.  
WZK 84753.....\$16.99

**SUPER-SKILL PINBALL: 4-CADE**  
Super-Skill Pinball 4-Cade brings the arcade classic to the tabletop with art, atmosphere, and roll & write mechanics from acclaimed designer Geoff Engelke. Choose one of the four unique tables and matching ballgates for something new, then roll a shared pair of dice and get the pinball rolling! You'll select one of the two dice results, and move your pinball to a bumper, spinner, or target one level below with a matching number. Play well and you'll unlock bonuses like multi-ball, score multipliers, and more to help you get the high score! Scheduled to ship in September 2020.  
WZK 87520.....\$24.99

**SPOTLIGHT ON**




**SUPER-SKILL PINBALL: 4-CADE**  
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WZK 87520.....\$24.99

And be sure to ask your retailer about any related in-store events for your favorite games and products!


## GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!



**FEATURED ITEM**

**FEATURED ITEM:** Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!



**SPOTLIGHT ON**

**SPOTLIGHT ON:** These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

**OFFERED AGAIN**

**OFFERED AGAIN:** These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

**PI OR PLEASE INQUIRE**

**PI OR PLEASE INQUIRE:** Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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Have a question or feedback for us? Contact us at [Editor@GameTradeMagazine.com](mailto:Editor@GameTradeMagazine.com)



# MORE SPRUE ON THE HORIZON



D&D Frameworks: W01 Beholder (WZK 75041) shown

Now that *Dungeons & Dragons* Frameworks first release has hit the shelves, and everyone has had a chance to see for themselves what they're all about, it's time to talk about what's coming next.

Firstly, if you're only just hearing about these miniatures now, Frameworks are WizKids' line of customizable, sprue-based miniatures: minis made of HIPS plastic, that you clip off the frame and assemble yourself. What's more, *Frameworks* miniatures are customizable, with multiple options for building each figure, and plenty of spare parts that you can mix and match between minis to make each one truly unique. The first minis arrived in stores in April, and the next release, Wave 2, is scheduled for Fall.

## WHAT'S NEXT?

With *Frameworks* Wave 2, WizKids introduces over two dozen new customizable miniatures, including eight new player characters, more giants, more monsters, and, to top it all off, a figure that's sure to make an impression on the tabletop (or in the display case): the *Adult Red Dragon*.

*Frameworks* Wave 1 started with a solid roster of PCs, but of course there are so many race and class combinations that including them all wouldn't have left any room for monsters! So, Wave 2 introduces eight more popular character types, from a gnome warlock to a goliath barbarian, plus alternate genders for several of the PCs from Wave 1, like the halfling rogue, tiefling warlock, and more.



Monsters for Wave 2 include some old favorites, including two more giants, Multi-Packs of gnolls and skeletons, a devil, some demons, and some of *D&D*'s various iconic creatures.



D&D FRAMEWORKS: W02 ADULT RED DRAGON		
WZK 75100	PI	Available Q3 2022!
D&D FRAMEWORKS: W02 DISPLACER BEAST		
WZK 75087	PI	Available Q3 2022!
D&D FRAMEWORKS: W02 FROST GIANT		
WZK 75095	PI	Available Q3 2022!
D&D FRAMEWORKS: W02 GNOLLS		
WZK 75099	PI	Available Q3 2022!
D&D FRAMEWORKS: W02 GOLIATH BARBARIAN MALE		
WZK 75083	PI	Available Q3 2022!
D&D FRAMEWORKS: W02 SPECIAL FAMILIARS		
WZK 75090	PI	Available Q3 2022!
D&D FRAMEWORKS: W02 TIEFLING WARLOCK FEMALE		
WZK 75084	PI	Available Q3 2022!



### TRYING SOME NEW THINGS

We are also experimenting with a couple of new-ish concepts. Knowing, for example, that a ghost figure would be best presented in clear polystyrene, we planned it as an entirely clear sprue frame — allowing you to either paint it with inks or shades, or to just prime the whole thing and paint it as you would any other figure. This let us throw in more traditionally clear objects, such as bottles and other items made of glass or crystal, as the ghost figure's "spare parts," for those of you who like to kitbash.

Along similar lines, we wanted to present some of *Dungeons & Dragons*' more interesting familiars — imps, quasits, pseudodragons, and sprites — but not just as accessories to other figures. So, we designed them in poses that allow them to stand on their own, as individual creatures, but also in poses that allow them to be attached easily to another figure's shoulder. Further, the poses of each of these miniatures are similar enough that you can mix and match the objects from their individual poses, without having to convert the figures.



### MORE MULTI-PACKS

Wave 2 includes new *Multi-Packs*: gnolls and zombies. Our concept artist and sculptors have pulled out the stops to make these monsters some of *WizKids*' most horrifying miniatures yet...more than living up to their descriptions in the *Monster Manual* and *Volo's Guide to Monsters*.



And just as with *Wave 1's Multi-Packs*, these will include several "numbering bits" — arrows for the zombies, and skulls for the gnolls — as well as spare parts, and even some hyenas and a witherling "pet" to add a little more danger to encounters with the gnolls.

### THE FIRST FRAMEWORKS DRAGON

Finally, *Wave 2* presents the first of many Huge dragon figures specifically designed for *Frameworks*: the *Adult Red Dragon*.

The *Frameworks* concept artist, Tom Babbey, envisioned this red dragon in an iconic pose, full of menace and radiating malice. In addition to being equipped with multiple head and claw options, this dragon has two different terrain pieces, either of which can be used as separate battlefield elements.

There's also an added terrain piece — the skull of a dead frost giant — which can either be added to the existing terrain, or be utilized as its own separate terrain... or serve as the base for another figure in the red dragon box: a kobold defender. This scaly little companion is equipped with a shortbow and flaming arrows, ready to harry enemy spellcasters who might potentially pose a threat to his fire-breathing overlord.

Of course, there are plenty of other miniatures waiting for you in *Wave 2*... and you should see the entire line on the shelves at your favorite local game store before the end of the year.

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# GODTEAR®

## SKULLBREAKER, THE DRAGONSLAYER

Interview with Steve Margetson



### GODTEAR: SKULLBREAKER THE DRAGON SLAYER

SFL GT-027 ..... \$32.99 | Available Q3 2022!

Battle rival champions. Claim godtears. Become a god! In *Godtear*, from Steamforged Games, players take control of mighty champions and fight to claim the powerful tears of perished gods. This miniature skirmish game puts two players head-to-head on a hex-based board. Choose any champions, of any class, to assemble a small army called a 'warband'. Score points by planting your banner on a godtear, defending it, and by taking out enemy champions and followers.

*Godtear*, the skirmish game from Steamforged Games released in 2019 and has had a continued release schedule of fearsome champions looking to claim the table and become a god.

Now, the newest champion, *Skullbreaker, The Dragon Slayer* is both a *Godtear* champion and a champion hunter, able to sniff out blood and weakness before finishing prey with his intimidating dragon jaw blade. Watch out for the Tooth Bearers who follow him — they're desperate to impress and thirsty for glory!

We interviewed Steve Margetson, the lead designer for *Godtear* to tell us about the latest champion to take the board.

### Who is *Skullbreaker, The Dragon Slayer*?

*Skullbreaker* is our new orc slayer champion that wields a massive blade that he made from the jaw of a dragon. Driven by the desire to hunt bigger and bigger prey, it's only natural he would begin hunting other *Godtear* champions.

Aiding him in the hunt are the Tooth Bearers, so named because they have proven themselves and been bestowed with a dragon tooth from *Skullbreaker's* intimidating blade.

### What does *Skullbreaker* add to *Godtear* and what makes him a must-have for players?

*Skullbreaker* adds a slayer champion to the mix that can tailor attacks to cut through any champion. Through him, you can live the fantasy of wielding a huge weapon. You may not swing it often but when you do, it's going to hurt!

*Skullbreaker* is perfect for aggro players that love taking the fight to their opponent. With the most powerful damaging attack in



*Godtear* to date, he'll make short work of even the most durable champions in the game. Naturally, this attack comes with a lot of dice to roll. If you like to roll dice, *Skullbreaker* is for you!

### Which parts of game design for this character did you find the most interesting?

A typical staple of most slayer champions is having multiple attacks that can tear down enemy champions. With *Skullbreaker*, we consciously decided to restrict ourselves and move away from this convention, focusing instead on a single attack. The interesting part was making this single attack comparable in power level to other slayers, whilst having enough decision points and still embodying the fantasy of a powerful weapon with weight and heft that's only swung once a turn.

### During playtesting, do you have a favorite memory or moment that stood out for you?

With a champion rolling as many dice as *Skullbreaker*, you're always going to see extremes. There were some games where he tore down durable champions like *Rhodri* in a single swing. In others, the dice







just refused to behave, allowing squishy champions to walk away relatively unscathed.

Another fun interaction was when Sneaky Peet was able to use *Skullbreaker's* ability to move through followers against him, drawing *Skullbreaker* behind a line of followers that had already activated. It felt very organic, despite being an unplanned interaction, so we ended up leaving it in the game. It's the kind of emergent interaction we love to see in .

#### How did the visuals come about for *Skullbreaker*?

*Skullbreaker's* visual concept was presented as a hulking orc with a massive two-handed blade made from the jaw of a dragon. A few art references were provided along with the concept for the followers and banner, but for the most part that was the extent of the pitch. It may seem simplistic but we're always looking to provide plenty of room for our artist, Doug Telford, to insert his creativity and ideas into the character. This flavour he injects is a big part of the visual identity for *Godtear*.

This artwork is then used as a basis for our sculpting team to do wonders and create the final miniature sculpts. Similar to the process we follow with art, our sculpting team has the freedom to inject their creativity and influences into their work. They know how to take designs and adapt them into fantastic miniatures. In the case of *Skullbreaker*, I think it's safe to say the results speak for themselves.

#### What other champions work well with *Skullbreaker*?

*Skullbreaker* is looking for champions that can bring his enemies close, such as Shayle, Sneaky Peet, or Raith'Marid. Mournblade can

also be effective, using his followers to lock an enemy in place ready for *Skullbreaker* to decapitate them.

*Skullbreaker* also offers accuracy for multiple friendly followers and so makes a good pairing with champions that rely on their followers for output, like Shayle, Grimgut, or Keera.

#### What are you looking forward to with *Godtear* in 2022?

Getting back to events and conventions after so long. For a game like *Godtear*, interacting with the community and actually playing physical games is key. With the fun new releases planned in 2022, I can't wait to see people playing games and battling for godtears!

This expansion comes with everything you need to add this bloodthirsty champion and his Tooth Bearer followers to your *Godtear* warband, including 6 highly detailed miniatures and 3 profile cards.

No assembly needed! *Godtear* is an out-of-the-box experience. All minis are pre-assembled and coloured according to their champion class. In *Skullbreaker's* case, red for a Slayer champion.

Combine this expansion with any *Godtear* starter set and champions of your choice, and prepare for battle. *Godtear Champion Expansion: Skullbreaker, The Dragon Slayer* is available now!

...

*Steve Margetson is a game developer at Steamforged Games. He's the lead developer on Godtear, Resident Evil: The Board Game, and Horizon Zero Dawn: The Board Game. He's also the designer of Ni no Kuni II: The Board Game.*



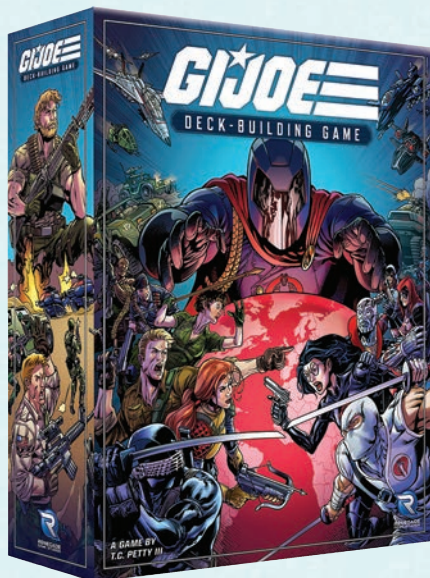
# YO JOE!

WITH  **RENEGADE  
GAME STUDIOS**

## G.I. JOE: DECKBUILDING GAME

RGS 02237 ..... \$45.00 | Available Now!

2022 marks the 40th Anniversary of *G.I. JOE A Real American Hero*, and Renegade is helping fans celebrate with three brand-new game lines pitting the Joe team against the diabolical forces of Cobra!



First up is the *G.I. JOE Deck-Building Game*! Launched in late 2021, this is a fully cooperative experience, with the Joes facing off against Cobra in two unique missions: *The M.A.S.S. Device* and *Operation: Total Control*. Players must build their decks, adding more Joes, vehicles, weapons, and more in order to keep the escalating Cobra threat under control. Each turn, players will launch missions and then purchase powerful new cards for their deck. Missions range from defeating the pesky Cobra Trooper clogging up your deck to defeating the infuriating Zartan, who's presence greatly complicates your dice rolling, to a final assault on Cobra's M.A.S.S. Device!



## G.I. JOE: DBG - SHADOW OF THE SERPENT EXPANSION

RGS 02344 ..... \$30.00 | Available May 2022!

Of course, no Joe mission would be complete without vehicles, so each time you launch a mission you'll pick your ride and enjoy its accompanying perks. Be careful though! Other than your trusty VAMP, any vehicle used heads right to your discard pile, and won't be available to use again until drawn. Vehicles have different capacities for Joes, and some may have additional abilities or perks based on the type of terrain the mission takes place in. Using the right ride for the job is important!



The *G.I. JOE Deck-Building Game* is expanding this summer with the *Shadow of the Serpent Expansion*! This expansion adds new cards and options, powerful new tools in the form of the G.I. JOE Command Center, and two new missions: *The Rise of Serpentor* and *Night of the Arashikage*! Later in 2022 keep an eye out for *Cold Snap*, which again adds two more missions, as well as a new type of terrain, snow!







The *G.I. JOE Roleplaying Game* launched in March of this year with the *Core Rulebook*! This roleplaying game lets players immerse themselves in the sandbox of the *G.I. JOE* world, working as a team to fight the forces of Cobra! Using the same *Essence20* system as the *Power Rangers Roleplaying Game* and the upcoming *Transformers* and *My Little Pony Roleplaying Games*, the game provides an accessible and flexible system for roleplaying the adventures of the Joe team!

Build a character using the 4 S's: Strength, Speed, Smarts, and Social. Choose an Influence, Origin, and Role, and create a Joe of your very own. The *G.I. JOE Roleplaying Game* is an easy to learn d20 based system that uses standard polyhedral roleplaying dice, with the addition of a d2 (we provide a hefty coin for the purpose in the official dice set). Will you create a stealthy ex-French Foreign Legion soldier now working as a Joe infiltrator and undercover specialist? Or a Green Beret-trained heavy weapons specialist that's never seen a boom too big for their tastes?



Included in the *Core Rulebook* is *Snake Pit*, an adventure for first-level characters! Also available or coming soon are the *Emerald Oubliette Adventure and GM Screen*, and the *Operation Cold Iron Adventure book*, and a full line of accessories including custom *G.I. JOE* dice, a dice bag emblazoned with the *G.I. JOE* team logo, miniatures, and a character journal. Even more *G.I. JOE Roleplaying Game* adventures and accessories will be coming after that, so stay tuned!



Finally, the newest entry into Renegade's *G.I. JOE* collection is *G.I. JOE Mission Critical*. Using the same *Guardian System* as the expansive *Power Rangers: Heroes of the Grid* line, *Mission Critical* lets players take the fight to Cobra as their favorite members of *G.I. JOE*. Along the way the team will be able to call on the aid of classic Joe vehicles to tilt the battle in your favor as you fight an escalating parade of Cobra baddies! *G.I. JOE Mission Critical* will be coming to distributors later this year!



Regardless of whether you're looking for your *G.I. JOE* fix in the form of a board game, roleplaying game, or card game, Renegade has something for you. Now get out there soldier and join the fight!

...

*Matt Holland is a husband, father, gamer, industry veteran and Star Wars nerd based in Minneapolis, Minnesota. Catch up with him at @pbpanchomatt on Twitter.*





# A PUZZLING FRAMEWORK



## FRAMEWORK

PSD 59055E..... \$39.99 | Available May 2022!

Just 120 tiles create a varied and deep new abstract game from award-winning designer Uwe Rosenberg. As a successor to *Nova Luna*, *Framework* again challenges players to carefully draft and place tiles to succeed. In *Framework*, everything is about frames and colors, requiring strategic planning and spatial awareness as players cleverly place their tiles to create connections and complete tasks. With skillful placement, chain reactions can be triggered, completing several tasks at the same time. The first player to complete 22 tasks will win!

### BUILDING STRATEGIC CONNECTIONS

In *Framework*, players draft and place tiles in their own tableau to build connections and try to complete 22 tasks. Each tile can have up to two pieces of information: frames, tasks, or both. There are five different frame colors and tiles can have anywhere from zero to three frames on them. Tiles can also have anywhere from zero to three tasks in the center.

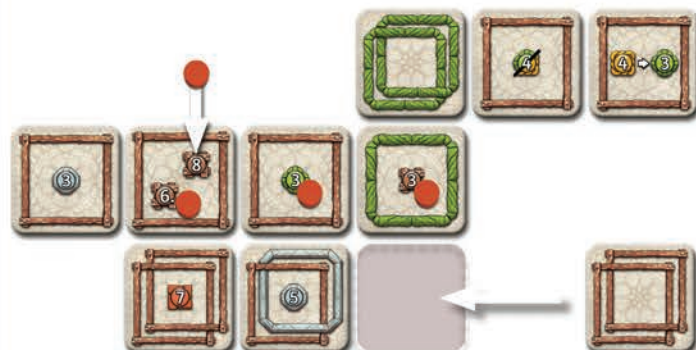
Each task consists of a number and a color. The color of a task defines which frame colors need to be placed and connected to it and the number shows at least how many frames of that color must be adjacent horizontally and/or vertically to complete the task.



Each round tiles will be drawn blind from the bag, laying out enough tiles to equal the number of players plus one. Starting with the player with the tile bag, each player in clockwise order will choose a tile and add it to their personal display. Each tile placed must be added horizontally or vertically to a tile already in the display (except for the first tile placed). No tiles can be played diagonally. The player with the bag will also receive the final tile, immediately adding it to their display. Once all tiles have been placed, the bag is passed clockwise, and a new round begins.

### COMPLETING TASKS

Tasks are complete as soon as there are at least as many frames connected horizontally and/or vertically that the task requires. Once the task is completed, a token is placed to cover it. Players will want



to place their tiles strategically to group together frames and complete tasks. Careful planning can complete multiple tasks at once with a chain reaction.

All tasks will have a number and color requirement, but some tasks will have extra elements to consider. Tasks with two colors shown require a combination of those frame colors to be complete. The colors can be used in any combination but there must be at least one of each color represented in the grouping to complete the task. Tasks with two colors and a slash through the task give players the option of choosing which color frame will complete the task. However, for this task, both colors can't be combined. It's one or the other. Tasks with an arrow between them will require players to complete the first task before the second one can be completed. Players can plan ahead and place frames to help complete that second task but can't place their token on it until the first one is finished.



With a quick 30-minute play time and 120 tiles to cycle through each game, *Framework* is a 1-4 player game with easy-to-understand rules but deep layers of strategy that is a great addition to the game shelf.

...

Beth Erikson is the Marketing Manager for Pegasus Spiele North America. She is an avid gamer, a collector of far too many books, an explorer of the outdoors, and loves a good challenging puzzle.



# SKYMINES



Wealth and opportunity await in space! Adventurous companies and private investors willing to take the risk for great reward have rocketed upward to revive the mining network on the moon and asteroids. As competitive investors, players will need to choose their actions carefully to try to earn the most CrypCoin. Invest mined resources in companies and spread outposts from the stations across the Moon to increase their value and rake in the profit. Support the research of scientists to boost earnings even further. Featuring a double-sided game board and variable gameplay content, this strategic game for 1-4 players will bring an exciting new challenge to game night!



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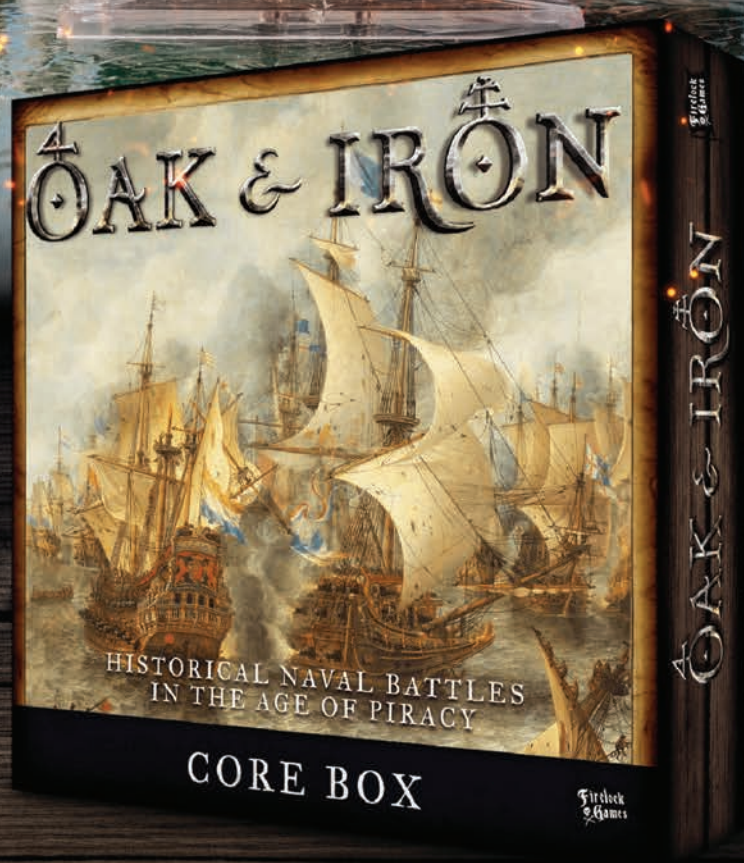
# OAK & IRON

HISTORICAL NAVAL BATTLES IN THE AGE OF PIRACY



*Oak & Iron* is a 1/600th scale naval game set in the age of piracy, imperial expansion, and above all - fighting sail. It allows players to recreate battles between squadrons and small fleets of armed sailing ships. The game is designed to be true to the theme and tactics of the period while supplying significant flavor for the various factions. This is the starting point for *Oak & Iron*, everything needed to play is in this box!

*Everything needed to play is included in core box*



## EXPAND YOUR FLEET

[www.firelockgames.com/oakandiron](http://www.firelockgames.com/oakandiron)





# OAK & IRON

## CAMPAIGN

By Mitch Reed

As the crowds head back to their local gaming stores the folks from **Firelock Games** have released an excellent online campaign for **Oak & Iron** that adds so much to a player's experience and it is a free download on their website, [firelockgames.com](http://firelockgames.com).

**Oak & Iron** is a miniature game that has some of the most iconic ships from the age of sail during fighting on the seas during the early colonial period in North America. In **Oak & Iron**, players select a faction and then build a squadron to play based on a set number of points. The game tests your sea legs as you throw broadsides at your opponent's ships or get close in enough to board them.

The online campaign uses the ships in the core box, which means anyone who has the starter pack can quickly get into this game. The campaign starts when you select one of the many factions in the game and then you build your squadron which will be based in your home port. Faction selection and squadron building are one of the most fun aspects of the game. Gamers spend almost as much time building and tinkering with lists as they spend playing the game.

Once this is done the game proceeds and the players have four seasonal phases in which they will vie for control of the seas by fighting battles and gaining control points which helps them out

when they issue challenges and select a mission to play. It is crucial to get more control points so you can dictate the setting of the games you play. This is where the unique missions really add some flavor to the campaign. You can play the missions listed in the core book, however missions such as port blockade, port capture and pirate hunting really give the campaign a different feel.

Each game in the campaign is fought at the 50-point limit, which means that you only need a handful of ships to play in the online campaign. Even if you do not have the ships for a game, you can head into battle with what you have on-hand based on some new rules that are featured in the campaign. The players fight their battles in the Spring, Summer and Autumn seasons and during the Winter they repair their ships or purchase new ones with their accumulated control points for the upcoming year. In the Winter they can also purchase new ports and in the case of a team game, can transfer ships to a teammates squadron.

The online campaign also features new missions that will challenge the players and adds to the narrative flavor of the campaign. The campaign PDF also gives you unique damage cards not found elsewhere in **Oak & Iron** and helps you to do things such as gain experience and help repair the ships in your squadron.

The new online campaign focuses on organized play at your local gaming store with the other players who also are into **Oak & Iron**. Since the core box is all you need to play, it becomes easy to grow the game as you can bring new players into the campaign as you play. The campaign also gives you the opportunity to grow not only **Oak & Iron** at your store, but all the other games from Firelock as well.

The narrative aspect of this campaign also something that players will just love. Playing one game of **Oak & Iron** is fun, imagine taking that force through a campaign where they must keep fighting as you try to rule the seas of your local gaming store. The fact that as you play deeper into the campaign you will earn experience to upgrade your ships and crews and you can even put the ships you captured into the fight against their former owners.

I know long time **Oak & Iron** players will love the online campaign; it adds a lot to an already great game that they play. The new rules and missions will also be something that players will like. Perhaps the best aspect of the campaign is to grow the local **Oak & Iron** community as player vie for the top admiral over the long and bloody campaign.

OAK & IRON: CORE BOX

FGD OI0001.....PI |

Available Now!





# The Tao of Igor



## THE TAO OF IGOR

DSP 216..... \$24.99 | Available Q3 2022!

Finishing *The Tao Of Igor* — a book ostensibly celebrating local conventions - while a worldwide pandemic raged was odd. COVID has cancelled every gaming con for close to two years, now.

It seems par for the course, though, for this book.

About 15 years ago, I left the publishing world behind. At least, that little bit of it that Dork Storm Press (my LLC) dabbled in.

We had a child on the way, but it was a high-risk pregnancy. This was the fourth in a series of life-changing events that blindsided us, between 2006 and 2007, and I needed to spend more time with family. *Apples To Apples* had just been sold to the Mattel Corporation, and *Munchkin* was really hitting its stride. What productive time I had, I decided to throw at tabletop games.

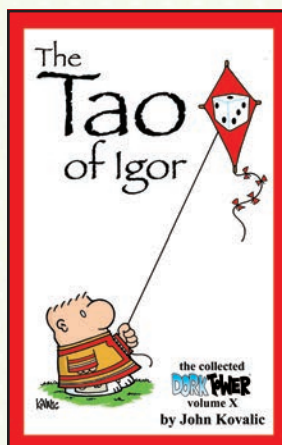
We'd sold nearly a half million *Dork Tower* comic books over the course of 36 issues, along with 100,000 trade paperbacks between the nine volumes. However, I was never fond of running a publishing company. As I searched for more family time, printing and distributing comic books and collections were the easiest weights to chuck overboard.

Without thinking about it, I pulled the plug on the *Dork Tower* comic book series, one issue short of completing its then-current story arc: the Mud Con convention.

I always believed I'd get back to the comic books one day: I missed the long-form storytelling (though not the business aspect of running a company). But illustrating games, eventually even creating a few of my own, kept the ill-defined "one day" on the horizon, never seeming to get any closer.

Flash forward to 2018, and we've got a kid on our hands. A beautiful, amazing fourth-grader. A joy. A blessing. A miracle. A miracle who is devouring books and graphic novels, and who has discovered the *Dork Tower* collections in my library.

This kid then snuck them to their room, reading them night after night, repeatedly... and eventually asked "what happens next?"



You can't not answer your child. So I started drawing again.

I missed the long-format *Dork Tower* storytelling far more than I ever realized. The web strip is going gangbusters, thanks to a successful Patreon campaign ([patreon.com/Kovalic](https://patreon.com/Kovalic)), and the strip still runs in print, here in the pages of *Game Trade Magazine*. But finishing the Mud Con story arc was an adventure, in the very best sense of the word.

There are double-page spreads I'd never in a million years have attempted, even a few years ago. See if you can spot some familiar faces on what I now

call "the Sistine Pages." (The name came about when a Kickstarter backer asked what was taking so long — "you're not drawing the Sistine Chapel," he said. I showed him this double-spread. "Oh," he added. "You are.")

There are some big surprises in the *Tao Of Igor's* pages, so I won't give away any spoilers. The book can stand on its own, for new readers, but will also make long-time fans very happy. And from here on out, the world of the *Dork Tower* graphic novels will mesh very closely with that of the web series.

There will be more *Dork Tower* graphic novels — *The Tao Of Igor* isn't the last, by any means.

But before I get to those, there are 15 years of web strips which have never seen physical publication. Those need to get out there!

I've also let most of the early *Dork Tower* collections fall out of print, waiting for a 25th Anniversary edition — the ten old volumes, collected and curated in three larger editions (slipcased, even). And there are the 130 strips drawn for *Game Trade Magazine*. THOSE need to find a home on gamers' bookshelves, too!

I've loved finishing *The Tao Of Igor*.

But, in a way, it's really just the beginning.

Get ready to give in to the Dork Side (again).

...





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# TRAGEDY LOOPER

## NEW TRAGEDIES

WIZKIDS

### TRAGEDY LOOPER: NEW TRAGEDIES

WZK 87528 ..... \$39.99 | Available Q3 2022!

In *Tragedy Looper: New Tragedies*, 1-3 players are Protagonists attempting to escape a time loop engineered by one player acting as the villainous Mastermind!

The Mastermind player selects a script, either one of the 13 scripts included, or one created themselves, and sets up the game accordingly. The Protagonist players don't yet know the details of the tragic events about to unfold.

The game then takes place over a set number of loops. A "loop" consists of several days, and each day represents a round of gameplay. With each successive loop, Protagonists learn more and more information, until they either make it through an entire day safely and win the game or run out of loops. After that final loop, they'll have one chance to guess the entirety of the Mastermind's plans. If they fail, the Mastermind wins! The Tragedy Looper system creates a unique game of deduction. Players begin each new loop better prepared, but the Mastermind player will know what they've learned and alter their strategy accordingly.

The game takes place over a central board with four locations: the Hospital, the Shrine, the City, and the School. These locations are home to character cards, which represent different people wrapped up in the unfolding story. Interacting with them will be key to uncovering and preventing tragedy. By establishing good relationships with characters, players may activate those character's helpful special abilities. However, those same characters have secret roles and often turn out to be the trigger or culprit behind the impending catastrophe.

To uncover (or hide) this information and move the events forward, Protagonists and the Mastermind play cards, activate abilities, and trigger incidents. Each day begins with the Mastermind, followed by the Protagonists, each playing 3 cards to different characters and locations. As those cards are resolved, characters may move to different locations or add tokens that affect the game. Since the Mastermind places cards first, there's often a shell game going on, as they attempt to trick and mislead the Protagonists. Additionally, "Forbidden" cards prevent placing tokens, adding another layer to the predictive back and forth.

When the Mastermind triggers abilities, they will only reveal the result. The Protagonists must attempt to deduce how the Mastermind achieved it. To assist with this goal, Protagonists can use the abilities on characters that



they've unlocked through adding Goodwill tokens. Finally, the players must deal with any scripted incidents that haven't been prevented. The Mastermind checks that all of the conditions for the incident are in place, but only reveals to the Protagonists if it did or did not happen.

Once several days (rounds) pass, the loop ends. If the Protagonists haven't guessed correctly, they rewind all game components back to their starting locations and try again with a little more information. For an added chal-

lenge, players can agree to limit table talk during the game rounds and compare information, theories, and strategies only between each loop.

The original *Tragedy Looper* is a modern classic with its innovative approach to deduction and storytelling. It was originally published in Japan by BakaFire with an English edition following a few years later from Z-Man Games. While the English edition only had two expansions, BakaFire continued publishing more and more content for this fantastic game.

*Tragedy Looper: New Tragedies* is both a new edition and a standalone sequel that brings that new content into English for the first time. Featuring updated graphic design and the original art design, it's perfect for people playing *Tragedy Looper* for the first time and for fans of the original looking for new stories to tell.

It's also easier than ever to jump in, with a Game Teaching Guide for the Mastermind and a "First Steps" tragedy set for the first two scripts to help players get more comfortable.

*Tragedy Looper: New Tragedies* includes a whopping 30 character cards, including everyone from the original game, the expansions, and some never before seen in English. There are also 13 scripts: 10 entirely new and 3 rewritten to incorporate the larger cast of characters. Experienced masterminds can also create their own scripts, providing a limitless amount of re-playability. This game provides an innovative intertemporal investigation experience that may, in fact, make it a true timeless classic!







## ALLIANCE GAME DISTRIBUTORS

### SPOTLIGHT ON



ART FROM PREVIOUS ISSUE

### GAME TRADE MAGAZINE #270

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 270 ..... \$3.99

## 25TH CENTURY GAMES



### BLAZON

The widespread use of armorial bearings in the Middle Ages gave rise to a new occupation of herald. These heralds had the responsibility of learning and maintaining the rules and protocols governing the design and description, or blazoning of arms. *Blazon* allows you to become a herald, carefully selecting the right elements for your shield board, and earning distinctions through shrewd play. Earn your rank through the accumulation of prestige as you blazon your shield to distinguish yourself among your peers and be crowned the King of Arms. Scheduled to ship in August 2022.

TFC 11000 ..... \$40.00

## ARCANE TINMEN

### DRAGON SHIELD



### CARD CODEX 360 - BATMAN CORE

ATM 34004 ..... \$41.99



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ATM 11050 ..... \$11.99



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### MATTE - BLOOD RED JAPANESE (60)

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### AIR LAND & SEA: SPIES, LIES, & SUPPLIES EXPANSION

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AWG AW03ASX1 ..... \$17.99

## ARES GAMES

### INFERNO RPG

Scheduled to ship in July 2022.



### DANTE'S GUIDE TO HELL - CORE RULEBOOK (5E)

*Inferno* is the first original 5th Edition Dantesque Campaign Setting. Designed by Two Little Mice and published by Acheron Games, this volume is a labor of love which took three years to complete, adapting Dante Alighieri's *The Divine Comedy* into a tabletop role-playing game. The core book, *Inferno - Dante's Guide to Hell*, is the game's Player's Handbook, and it focuses on character creation and options, setting-specific rules, and a deep description of the *Inferno* itself.

AGS GIN086 ..... \$49.00



### DIVINA COMMEDIA ARTBOOK

In this volume, *Divina Commedia - Inferno*, players find both the complete art book of the game as well as a luxury edition of the *Divina Commedia* First Canticle. Scheduled to ship in July 2022.

AGS GIN085 ..... \$39.00

### INFERNO GUIDE'S SCREEN

AGS GIN088 ..... \$19.00



### VIRGILIO'S UNTOLD TALES - GM GUIDE (5E)

*Inferno - Virgil's Untold Tales* is the games 'Master's Guide' and 'Monster Manual', and it contains adventures, perils, game hooks, special equipment, a whole campaign, and the bestiary, together with a deeper description of the *Inferno* as a 'sandbox', to be used after the end of the campaign. This Is Not A Complete Game. You must own a copy of *Inferno - Dante's Guide to Hell* to play.

AGS GIN087 ..... \$49.00



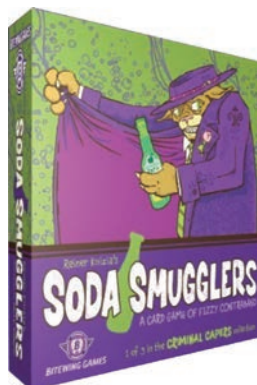
# SPOTLIGHT ON



## ORCONOMICS

This economic boardgame, in a fantasy setting, allows players to control corporations, face each other in furious auctions, and expand their wealth, to establish who's the best Orc tycoon! Scheduled to ship in July 2022.

AGS ARTG016 .....\$39.90



## SODA SMUGGLERS

Lawmakers are cracking down on soda, and tight regulation has made way for lucrative smuggling. One bottle per person is the new law — thus bribes, suitcase inspections, and arrests are on the agenda. Only one will emerge the Soda Kingpin. Scheduled to ship in July 2022.

BTW 000 .....\$25.00

## BOMBYX

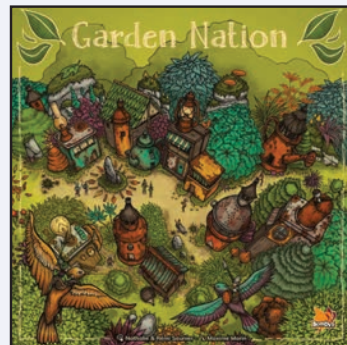
# SPOTLIGHT ON



## GARDEN NATION

The little people exiled from the forest have found shelter in an abandoned garden to build a new town. In the space of a few weeks, wooden crates are transformed into apartments, the old transistor radio into a cabaret, the coffee pot into a belfry. But very quickly, each clan wants to seize control of the town by any means possible: Complete official projects, take control of territories, secret missions, and even the invasion of opponent buildings. Scheduled to ship in July 2022.

LUM PET01EN .....\$59.99



## BFF GAMES

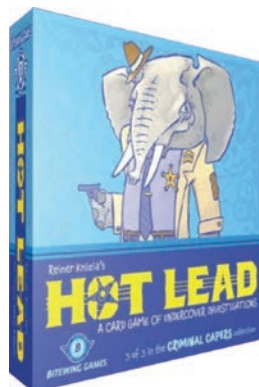


## HIDDEN LEADERS

*Hidden Leaders* is a quick, light strategy card game with direct player interaction. It combines tableau building and deduction elements with its unique winning mechanism. This is a game of great tension with no-down time, that's fast to learn. Its distinctive artwork and character names will make you smile.

BFF HID001 .....\$28.00

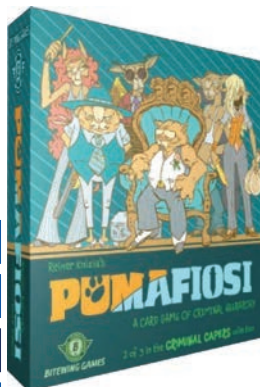
## BITEWING GAMES



## HOT LEAD

Lead the undercover investigation against five criminal groups to gather enough evidence to convict them. However, if you investigate too aggressively, the criminals will smell a rat and go dark! Scheduled to ship in July 2022.

BTW 200 .....\$25.00



## PUMAFIOSI

*Pumafiosi* is a refreshingly unique blend of simple trick-taking and precarious press-your-luck. Each trick, the person who plays the second-highest card wins the round, and they decide where to place that winning card in the hierarchy. You can even choose to place your measly card at the top of the hierarchy to stake your claim on the big boss points. The catch is that these cards can be knocked down one or more steps on the hierarchy by higher-valued cards, and whoever owns a falling card is penalized! Scheduled to ship in July 2022.

BTW 100 .....\$25.00

## BROTHERWISE GAMES

## CALL TO ADVENTURE



## ART DECKS

Each deck includes 100 tarot-sized cards packaged in an elegant tuckbox. The front of each card is a full-bleed image of an encounter, character, or location. The back includes scene prompts, as well as a spot to write your own prompts. The cards are intended for use with any tabletop RPG, whether you're running an adventure or building your PC's backstory.

HEROIC FANTASY BGM 368 .....\$12.95

HIGH FANTASY BGM 351 .....\$12.95



## EPIC ORIGINS

Craft your hero. Cast the runes. Claim your destiny! *Call to Adventure: Epic Origins* is the next edition of the award-winning *Call To Adventure* game series. The hero-building card game reaches new heights with classic fantasy races, classes, and challenges.

BGM 344 .....\$44.95



## BURNT ISLAND GAMES

### FALL OF THE MOUNTAIN KING

*Fall of the Mountain King* is a standalone prequel to *In the Hall of the Mountain King*, set during the catastrophic war that drove the trolls from their mountain kingdom generations ago. Build your ancestry to drive your actions in the caverns, win the loyalty of the clan Champions, and strive to be trolldom's greatest defender against the gnomish onslaught. Scheduled to ship in August 2022.

BTI 6002 .....\$59.00



## CHAOSIUM

## SPOTLIGHT ON



### RUNEQUEST RPG: WEAPONS & EQUIPMENT

An essential reference guide for *RuneQuest* players, *Weapons & Equipment* showcases Gloranthan culture and life, describing the items and services adventurers use everyday, exceptional and magic items, as well as how they can sell their hard-won treasure. *Weapons & Equipment* dramatically expands the *RuneQuest* core rules, with new means of equipping and advancing your adventurers. Gamemasters can use these contents for treasure hoards and other material rewards, making this an invaluable resource for every *RuneQuest* player. Scheduled to ship in July 2022.

CHA 4036-H.....\$34.99

## COMPASS GAMES

### Death in the Trenches

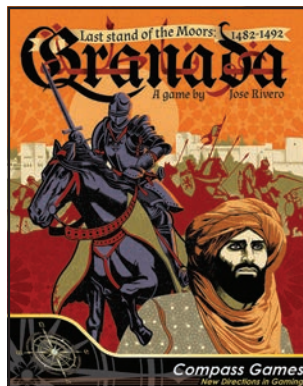


The Great War 1914-1918

### DEATH IN THE TRENCHES: WORLD WAR 1 1914-1918

*Death in the Trenches* is a strategic-level World War I game covering the entire war, in all theaters, on an army level with divisional formations handled on an off-map display that minimizes map clutter. The game relies on simple mechanics that eliminate production bean counting and complicated combat results tables. Designed with the narrative gamer in mind, its more than 500 random events draw you into the global nightmare of 1914-1918, while its pulse system of alternating player moves ensures very little down time for the non-phasing player. Scheduled to ship in June 2022.

CPS 1090.....\$79.00



### GRANADA: LAST STAND OF THE MOORS

*Granada: The Last Stand of the Moors, 1482-1492* is a game for two players in which they will decide the outcome of this decisive historical episode in less than four hours. As the Catholic player, will you gain fame and glory accomplishing the Reconquista and enlarging your kingdoms in one unified powerful state? And as the Muslim player, will you resist and save Granada or will you become the last King of the Nasrid dynasty? Balanced and historically accurate, the game is easy to learn but difficult to master. Scheduled to ship in June 2022.

CPS 1114.....\$99.00

## STRATEGY Games



• Play as one of six Roman Generals constructing a wall.

• A deeply strategic flip n' write style game

• Set in the North of Britannia in 122 AD.

1-4 players Ages 12+ 60 min RGS02196 MSRP \$55



[www.renegadegames.com](http://www.renegadegames.com)

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## GAMES

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GTM

JUN 2022

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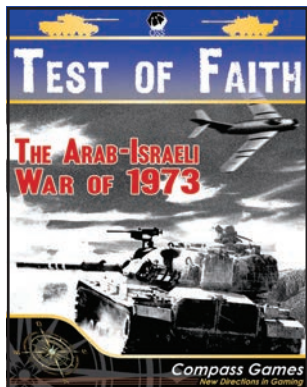




**PAPER WARS #101:  
THE AXIS INVASION OF NORTH  
AMERICA (GAME EDITION)**

This two-player (solitaire adaptable) alternative history mini-monster has two mapsheets and one counter-sheet to cover the bicoastal invasion of North America by the Japanese and Germans (who have already conquered the rest of the world) at the army/corps level and 50 miles per hex. Scheduled to ship in June 2022.

CPS 101.....\$51.95



**TEST OF FAITH: THE ARAB-ISRAEL  
WAR OF 1973**

A *Test of Faith: The Arab-Israeli War of 1973* is a new game in the *Operational Scale Series* using the new added rules from the *Doomsday Project* to show this war in a way that has not been seen before. Highly playable but with an emphasis on command and equipment, OSS uses an impulse system to create a test and challenging game to play, but also with new research, plenty of historical narrative. Scheduled to ship in June 2022.

CPS 1160.....\$109.00



**THE THIRD WORLD WAR:  
DESIGNER SIGNATURE EDITION**

*The Third World War: Designer Signature Edition*, marks one of the largest and ambitious game undertakings to date covering not one but FOUR true wargaming classics by Frank Chadwick, faithfully remastered and updated with this all-new, deluxe edition. Hailed by many as one of the finest and playable game series covering the NATO and Warsaw Pact, *Third World War* brings together all four games of the series into one, comprehensive package for all to enjoy. Scheduled to ship in June 2022.

CPS 1095.....\$199.00

**CRYPTOZOIC ENTERTAINMENT**

**EPIC SPELL WARS OF THE BATTLE WIZARDS DBG**

Scheduled to ship in August 2022.

**ANNIHILAGEDDON 2 - EXTREME NACHO LEGENDS  
- NACHO POWER TROPHY**

Gold colored 11-inch plastic trophy. Holds plastic Xtreme Nacho Power Chips. Replaces the cardboard standee in *Epic Spell Wars: Annihilageddon 2*.

CZE 29286.....\$29.99



**SPOTLIGHT ON**



**ANNIHILAGEDDON 2 -  
EXTREME NACHO LEGENDS  
(STAND ALONE  
OR EXPANSION)**

The Battle Wizards are back in the most RADICALLY ass-burning, sorcery-slinging sequel ever: *Annihilageddon 2: Xtreme Nacho Legends!*

CZE 29217.....\$44.99

**ANNIHILAGEDDON 2 -  
EXTREME NACHO LEGENDS -  
XTREME NACHO POWER CHIPS**

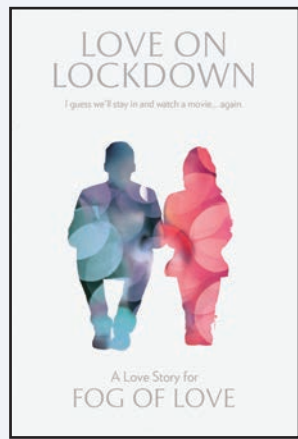
40 Xtreme plastic Chips. Translucent orange color that fit inside the Xtreme Nacho Power Trophy. Replaces the regular cardboard Xtreme Nacho Chips in *Epic Spell Wars: Annihilageddon 2*.

CZE 29415.....\$9.99



**FLOODGATE GAMES**

**SPOTLIGHT ON**



**FOG OF LOVE: LOVE IN LOCKDOWN EXPANSION**

In *Fog of Love: Love on Lockdown*, you and your playmate participate in a love story that explores the situations and challenges that we all became familiar with over the strange events of 2020.

HHP FOLL.....\$15.00

**SPOTLIGHT ON**



**SAGRADA: GLORY EXPANSION**

*Sagrada: Glory* introduces new options to test your artisanal skills! All new Strife Dice are now available in addition to the drafting pool with restrictions on their placement. Be the first to achieve new objectives with Pioneer Cards, and be rewarded for your unique style with the private objectives in the Flourish Module. Scheduled to ship in August 2022.

FGG SA05.....\$19.95

**FUNKO**

**BATTLEWORLD: SERIES 3 -  
BATTLE BALL**

Each Marvel Battleworld Battle Ball comes with one collectible Hero and one mystery Hero inside a Thanostone. Build your team and start battling across Battleworld to break more Marvel Multiverse heroes out of the mysterious Thanostones! Scheduled to ship in May 2022.

FNK 60502.....\$8.99





## SPOTLIGHT ON



### THE GOONIES: NEVER SAY DIE

It's our time, down here. Embark on a perilous adventure full of dangerous booby traps and treacherous treasure-filled caverns! One player is the Goondocks Master, controlling fearsome foes, from the outlaw family, the Fratellis, to the legendary pirate, One-Eyed Willie. The other players take on the role of the Goonies Mikey, Mouth, Chunk, Data, and Sloth overcoming cryptic puzzles and deadly challenges with teamwork, strategy, and Data's clever contraptions! Will the Goonies discover the legendary riches that will save their homes, or will they follow the fate of Chester Copperpot and never see the light of day? Scheduled to ship in April 2022.

FNK 54803 .....\$34.99

## SPOTLIGHT ON

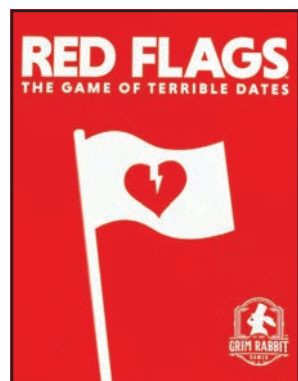


### THE GOONIES: UNDER THE GOONDOCKS EXPANSION

Look how far we've come. Troy and his fathers plan to turn the Goondocks into a country club golf course have failed. But since the Goonies discovered that One-Eyed Willie's treasure was real, Troy has been searching for it out of spite. You must stop him before he unleashes the evils below the Goondocks! This expansion is a thrilling continuation of *The Goonies: Never Say Die* story. Players take on the roles of teenagers Andy, Brand, and Stef, find new treasures, and face new foes over three exciting adventures! Scheduled to ship in May 2022.

FNK 60496 .....\$14.99

### GRIM RABBIT GAMES



### RED FLAGS: CORE GAME

*Red Flags* is a party game about convincing your friends to go on terrible dates. Each round, players try to create the best date they can with 'Perks' like 'Loves Dogs' and 'Famous Chef', and sabotage their opponents with 'Red Flag' cards like 'Constantly Trying to Kill You' and 'Slept With One of Your Parents'. Then, you argue why YOUR (probably horrible) date is the best!

GRM RFC1 .....\$25.00

### GUILT-FREE GAMING



### LONG LIVE THE KING

One King... One Assassin... Will you side with one? Can you even find them? In this fast but suspenseful game players will need to find out who is who to try and reach victory first. Will you help the King hold on to Power? Will you help the Assassin remove him from his throne? Or maybe you'll find your own route to victory and stand alone... If you enjoy games of deduction like *Clue* you will love *Long Live the King*! Scheduled to ship in August 2022.

GUF LLTK.....\$25.00

# ROB DAVIAU'S™ SHIP SHAPE

IT'S A SMUGGLER'S BOUNTY!



### Stack the Deck!

Your savvy crew does your bidding, stacking crates filled with treasure, cannons, and contraband. Outwit your opponents as you bid to earn the biggest bounty!



[www.CalliopeGames.com](http://www.CalliopeGames.com)

Game play  
**20-40**  
minutes

Ages  
**8+**

**2-6**  
players





## Dune: Arrakis

ARRAKIS: Dawn of the Fremen is the brutal, cutthroat game about tribal control of Arrakis, long before the events of the novel Dune.

Each player controls a tribe of Fremen warriors, struggling to gather the scarce resources of Arrakis, developing the weapons and sietches they'll need to survive, and harnessing the power of sandworms for battle.

Will your tribe prevail, or will you vanish into the desert?



60-90  
mins



2-4  
players



Ages  
14+

**GF9 DUNE07 \$60**

## Pirates of Skydock

There's nothing wrong with being a pirate - sailing through the stars and making a living by any means necessary. In fact, among some, it's a very honorable position. You're ready, you have a crew, and you just need one more thing: a ship.

But you're in luck! After greasing the right palms, you learned of a newly-refitted vessel ripe for the taking with a skeleton crew of guards protecting it. With the right team, you could take it. The only problem is you're not going to be the only one trying to get that prize...



60-90  
mins.



2-4  
players



Ages  
14+

**GF9 PFSF02 \$60**



## Firefly Misbehavin'

In Firefly: Misbehavin', players get to control different factions of the Firefly 'Verse, from the criminal enterprises of Badger or Niska, to the self-righteous Alliance, and even Serenity as Mal attempts to find a crew and keep flyin'.

This deckbuilding card game gives each player a unique starting deck of cards, and access to characters, items, and locations in the Core, Border, and Rim. Compete to control your own corner of the 'Verse, or play through different Episodes with a wide variety of objectives.



60-90  
mins



2-4  
players



Ages  
14+

**GF9 FMB01 \$70**





## Tusk!

It's a race against time as the Ice Age approaches. You will need strength and food to survive and lots of it.

The mammoth offers your tribes food beyond your wildest dreams, but they are powerful beasts. You and your fellow players will need to team up to hunt successfully. But there can only be one master of the hunt and, to ensure that's you and your tribe, you'll need to manipulate alliances, hoard supplies, and make use of the land's many resources to become the most powerful tribe and win the game.

30+ mins.

2-4 players

Ages 10+

GF9 CAV01 \$40



JUNE

GAMES

AVAILABLE NOW



## Don't Blink

Don't Blink. Don't even blink.

The TARDIS has crashed on a derelict spaceship, full of Weeping Angels: terrifying killers that can only be stopped by staring at them. But if you dare to stop looking, if you even blink, they'll send you out of time.

Will the Doctor and companions be able to get all the pieces to repair the TARDIS in time? Or will the Weeping Angels succeed where so many adversaries have failed before?

30+ mins.

2-5 players

Ages 10+

GF9 DWDB01 \$30

## Pathfinder: Level 20

Here you are, minding your own business with some of your best friends, enjoying the leftover scraps when you hear the most terrifying words you've ever heard. "I just need a few XP to hit Level 20."

In Level 20 players take on the role of Kobolds, trying to escape an XP hungry fighter or cause him to flee their den in embarrassment.

Pathfinder: Level 20 is a game of mischief and survival, will you make the hero flee, or end up on the end of their sword?

20+ mins.

2-6 players

Ages 10+

GF9 PFSF01 \$30



AVAILABLE NOW



**BARNYARD BUNCH**

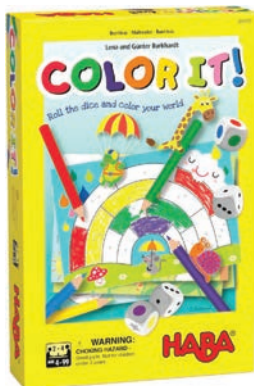
Every so often, the young residents of Fridolin's farm like to run away and must be brought back to the barn with the help of the players. To do this, they need some luck rolling the dice and have to work well together. If the players make sure that no animal leaves the last space on the path, and therefore the farm, then they have won Bauernhof Bande together. Scheduled to ship in June 2022.

HAB 305677 .....\$19.99

**THE KEY: MURDER AT OAKDALE CLUB**

A dramatic series of murders has shocked the Oakdale Golf Club – three people were killed! The players start their investigations and examine clues about the perpetrators, times of the crimes, murder weapons, crime scenes and getaway vehicles. They need to generate the right number code to put the perpetrators behind bars. In the end, it's not necessarily the fastest investigator who wins the game, but the most efficient one. Scheduled to ship in June 2022.

HAB 305941 .....\$34.99

**COLOR IT!**

In the merry land of Kaleido, some of the colors have disappeared! It's the players' job to make the houses, flowers, hot-air balloons, and rainbows shine in the most amazing colors once again? Save Kaleido by rolling the dice and choosing your colors wisely in two game variants. The first player to color in their sheet wins! Scheduled to ship in June 2022.

HAB 305678 .....\$29.99

**MY VERY FIRST GAMES: BUILDING SITE**

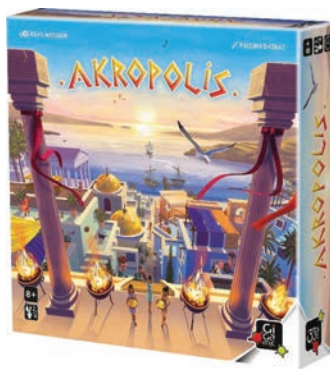
In *My Very First Games: Building Site*, players must find matching traffic cone tiles and drive them to the construction site with the dump truck. Step by step, the foundations, walls, roof, and garden take shape. Finding out about what construction workers do makes every player a winner. A collaborative matching and memory game. Scheduled to ship in June 2022.

HAB 305676 .....\$19.99

**MY VERY FIRST GAMES: NIBBLE MUNCH CRUNCH**

What does a cat, a tortoise, or a mouse eat? And which foods taste best for a rabbit or a dog? The children can work together or apart to find out in this collection of small games. Match the animal cards, wooden food pieces, cut-out cards, and color cards together to feed all the pets. They'll have the animals nibble, munch, and crunch all their food up in no time! Play together and work on colors, shapes, and animals with this collection of small games. Scheduled to ship in June 2022.

HAB 305474 .....\$19.99

**AKROPOLIS**

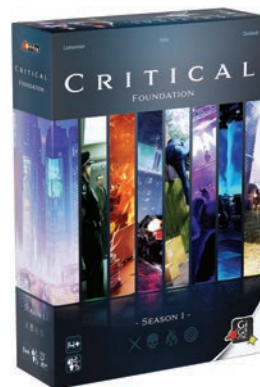
*Akropolis* will have you building outwards and upwards to create the most prestigious, layered city at the table. The higher the building, the better it can score so its onwards and upwards in a tile-laying game like no other! Scheduled to ship in June 2022.

HBG GAKR-EN .....\$39.99

**HELLAPAGOS**

Co-operative play with a backstabbing twist, *Hellapagos* is survival of the sneakiest! Deserted on an island where resources are scarce, you must work together to build a raft. Only question is, do you have what it takes to secure your seat?

HBG GFXH .....\$24.99

**CRITICAL**

Scheduled to ship in August 2022.

HBG GCRFO-EN .....\$39.99

**HELLAPAGOS: THEY'RE NO LONGER ALONE EXPANSION**

Tribe and Characters expansion for *Hellapagos* core game

HBG GEGA-EN .....\$9.99

**DINNER IN PARIS**

The restaurant industry in Paris is buzzing after the inauguration of a new pedestrian square in a very popular district for Parisians and tourists from all around the globe. It is a golden opportunity for you, restaurant owners, to open one of the addresses that will contribute to the culinary diversity and the reputation of the French capital. However, there isn't space for everyone and your opponents could throw a wrench in your gears!

HBG FUDIN-EN .....\$44.99

**IKI**

*IKI: A Game of EDO Artisans*, which brings you on a journey through the famed street of old Tokyo. Hear the voices of Nihonbashi Bridge's great fish market. Meet the professionals, who carry out 700-800 different jobs. Enter the interactivity of the shoppers and vendors. Become one with the townspeople.

HBG SWIKI .....\$54.99





### IN THE PALM OF YOUR HAND

Open Leon's souvenir box and discover his amazing life! The 100 cards of the game are as many memories to mime, in the palm of the hand of other players, using 11 different objects. Focus on the sensations you felt to find the right memory! A touching game!

HBG BLINT-EN .....\$37.99



### KATAMINO

Katamino is the original, award winning logic puzzle. With over 500 pre-set layouts, you always have something new to solve! Chunky and colourful, placing polyominoes in the perfect place will exercise your mind in ways you never thought possible.

HBG GZKC-EN .....\$37.99



### KATAMINO: FAMILY EDITION

Geometric puzzles just got more fun in Katamino Family! Can you fit your pieces into the grid first? Using cards and easy to hold components, this even more colourful and accessible version is enjoyable for gamers of all ages!

HBG GZUF .....\$37.99

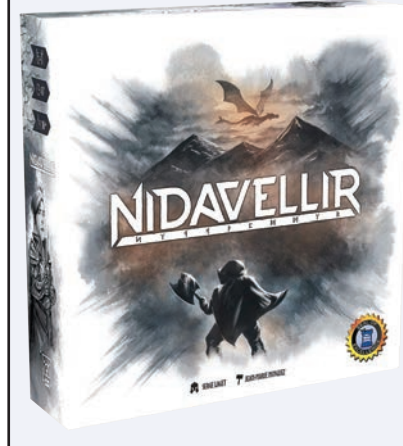


### KATAMINO: POCKET EDITION

Great for playing in the back of the car, on a coffee break, or wherever the urge strikes. Players must completely cover the game board with pieces of varying shapes and sizes. It may sound simple, but with over 500 puzzles to try and nearly limit less combinations, there is always a harder puzzle to solve. Don't get bored anymore when you travel!

HBG GZKP-EN.....\$24.99

## SPOTLIGHT ON



### NIDAVELLIR

Nidavellir, the Dwarf Kingdom, is threatened by the dragon Fafnir. As a venerable Elvaland, you have been appointed by the King. Search through every tavern in the kingdom, hire the most skillful dwarves, recruit the most prestigious heroes, and build the best battalion you can to defeat your mortal enemy!

HBG BLNID-EN .....\$44.99



### MARRAKECH

The bazaar is bustling as Assam, the market organizer, inspects the rugs to determine which of them is the best. Places your rugs to cover up those of others to control the market. Watch out, if you land on another player's carpets you'll have to pay the fee.

HBG GCMA-EN.....\$37.99



### NORTHGARD

Brave Viking warrior; you are embarking upon a quest like no other. Optimise your actions and manage precious resources to eXplore, eXploit, eXpand, and eXterminate. Deploy your special powers for maximum strategic effect, and conquer Northgard! To the victor, the spoils!

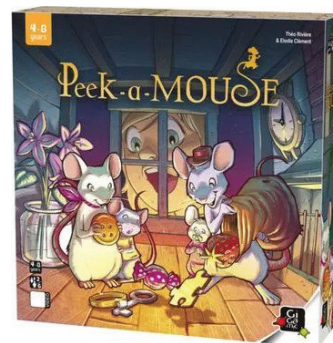
HBG 3071119-R01 .....\$84.99



### OLTREE

Oltree is a cooperative and narrative game where each scenario, called Chronicle, offers a rich and unique setting, with its atmosphere, unique plot, friends and foes! At the start of their turn, the Ranger rolls the Adversity die to activate the personalises decks of cards representing the different aspects of the scenario. Depending on the results new Adventure cards spawn on the board, some villages fall prey to Issues, Events offer temporary rule challenges or the pages of the Chronicle turn, progressing the storyline and unveiling some new challenges.

HBG 8138773 R-01 .....\$69.99



### PEEK A MOUSE

Observe the different rooms of the house through the windows before the flashlight goes out. Work together to remember the location and direction of the tokens in order to find as many objects as possible before the little mice return!

HBG GKMA-EN.....\$37.99



### PYLOS

Simple rules, quick rounds, and rather subtle tactics: Pylos is one of the strangest yet most beautiful abstract games on the market today, and winner of several Game of the Year awards around the world. The object is to save your marbles so that you can be the one to place a marble at the very top of the pyramid. Pylos offers a unique challenge that is irresistibly attractive as both a game and a decorative object.

HBG GCPY-EN.....\$37.99



### QUARTO

In Quarto Classic, simply place four pieces in a row to win. In a tactical twist, however, each one must share something in common, and your challenger selects which pieces you play. Victory lies in the hands of your opponent!

HBG GCQA-EN.....\$37.99





# GAMES

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**QUARTO: MINI EDITION**  
Mini version of the classic Gigamic abstract game!  
HBG GDQAM-EN.....\$24.99



**QUIXO**  
In Quixo, players take turns rotating cubes then and pushing them horizontally or vertically on the board until one of the players (or teams) has lined up 5 cubes of their symbol in a line. Quick to teach but challenging to master, Quixo is sure to delight your customers.  
HBG GCQI-EN .....\$37.99



**QUORIDOR**  
Do you have what it takes to escape? In Quoridor, there are only two actions; build a wall or move. Blocking your opponents is key. To win, however, you must find a way out of the maze you have created!  
HBG GCQO-EN .....\$37.99



**QUORIDOR: MINI EDITION**  
Mini version of the classic Gigamic abstract game!  
HBG GDQA-EN.....\$24.99



**SHAMANS**  
You are a Shaman protecting the spirit worlds from the threat of the shadows since the dawn of time, but could the danger come from your own ranks? Will you be able to read through the schemes of your corrupted rivals and find yourself on the right side of this age-old struggle?  
HBG STSHA-EN.....\$24.99



**SUSPECTS**  
Suspects is a range of investigation games with streamlined rules and plots centered on the psychology of the characters in the style of Agatha Christie's novels. The first opus, will feature the ingenious and fearless Claire Harper in three stories paying tribute to the great classics of detective literature!  
HBG STU011SU.....\$29.99



**THINGVELLIR**  
Thingvellir is an expansion and requires the basic game Nidavellir to play it.  
HBG BLTHI-EN .....\$19.99

## JAPANESE GAMES



**BIG EYES, SMALL MOUTH RPG 4TH EDITION: GM SCREEN**  
Scheduled to ship in April 2022.  
GGD JPG802 ..... PI

## KEYMASTER GAMES

### SPOTLIGHT ON



**PARKS: WILDLIFE EXPANSION**  
Expand the award-winning game Parks with Parks: Wildlife! Grab your binoculars and prepare for even more animal sightings at Iconic Wildlife Parks, featuring all-new artwork from Tom Whalen and the Fifty-Nine Parks Print Series, and the newest national park addition, New River Gorge. This expansion is the MORE expansion. Get ready for new trail sites, fresh canteens, new gear, and more season cards. Scheduled to ship in August 2022.  
KYM 05X02.....\$19.99

## KMC SLEEVES

### SLEEVES (100)

Scheduled to ship in May 2022.

**FULL SIZE PREMIUM HYPER MATTE BLACK**  
KMC HM2903..... PI



**HYPER PHOENIX MATTE BLUE**  
KMC HP2178 ..... PI



**HYPER PHOENIX MATTE RED**  
KMC HP2185 ..... PI

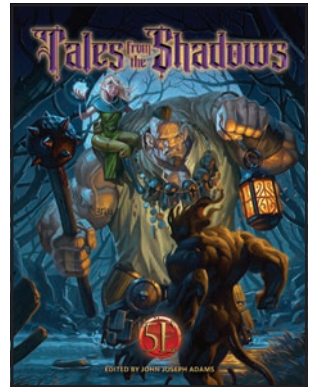
## KOBOLD PRESS



**BOOK OF EBON TIDES (5E)**  
Welcome to the Shadow Realm, a twisting and distorted counterpart to the lands you know. Here the shadow fey hold court, reveling in their frivolities and intrigues, while the darakhul hunt the unwary and those other peoples adapted to the shadows strive to simply get on with their lives. This plane of Shadow is ever changing and filled with adventure for those willing to explore the darkness. Scheduled to ship in August 2022.  
**HARDCOVER**  
PZO KOB9337 .....\$49.99  
**LIMITED EDITION**  
PZO KOB9351 .....\$74.99



**BOOK OF EBON TIDES: POLYHEDRAL 7-DIE SET (5E)**  
Scheduled to ship in August 2022.  
PZO KOB9368 .....\$19.99



**TALES FROM THE SHADOWS HARDCOVER (5E)**  
In the Shadow Realm, sites of mysterious enchantment abound, watched over by denizens both strange and wondrous. From woods dark and eerie to courts of noble fey, all paths lead to haunts, ruins, machinations, and subterfuge. Scheduled to ship in August 2022.  
PZO KOB9344 .....\$39.99



## SPOTLIGHT ON

**YU-GI-OH! TCG: POWER OF THE ELEMENTS BOOSTER DISPLAY (24)**

Unleash the Power of the Elements this summer! This 100-card set is the latest core booster for the Yu-Gi-Oh! Trading Card Game (TCG). Unearth multiple brand-new strategies and discover new cards for beloved themes like Elemental Hero from Yu-Gi-Oh! GX! Whether you are looking to improve the Deck you already have or try out new and unique strategies, *Power of the Elements* has something for everyone! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 85778.....\$100.56

## KTBG

**POWER PLANTS**

In *Power Plants*, you are a wizard growing a shared garden of magical plants with your rivals. Each turn, you choose one of the patch tiles from your hand and add it to the growing garden. You can activate the added tile for its dynamic "plant" power or activate all the tiles it touches for their slightly weaker (but still very cool) "grow" powers. As the fields expand, you strategically deploy your sprites to gain control of more and more of the fantastic flora. Will your magical horticulture skills pay off? Scheduled to ship in August 2022.

**REGULAR EDITION**

KTG 8003.....\$29.00

**DELUXE EDITION**

KTG 8002.....\$49.00



## LUCKY DUCK GAMES

**FLAMECRAFT**

Artisan dragons, the smaller and magically talented versions of their larger (and destructive) cousins, are sought by shopkeepers so that they may delight customers with their flamecraft. You are a Flamekeeper, skilled in the art of conversing with dragons, placing them in their ideal home and using enchantments to entice them to produce wondrous things. Your reputation will grow as you aid the dragons and shopkeepers, and the Flamekeeper with the most reputation will be known as the Master of Flamecraft. Scheduled to ship in May 2022.

LKY CA03001-EN.....\$39.99

**IT'S A WONDERFUL KINGDOM**

*It's a Wonderful Kingdom* is a standalone solo or 2-player game in a Low-Fantasy universe. Inspired by the core mechanics of its predecessor *'It's a Wonderful World'*, this new game offers more interaction, a bluff mechanism and new challenges. The game is played using modules, each different and offering mechanical twists. At the end of the 4th round, the player with the most victory points wins the game. Scheduled to ship in May 2022.

LKY IWK-R01-EN.....\$44.99

**POCKET DETECTIVE: SEASON ONE**

In the *Pocket Detective* game series, players take up investigations of different tangled cases and mysterious stories. Players are gathering clues, interrogating suspects, performing arrests and matching pieces of information to successfully solve the case. During each turn, a player chooses one of the cards available this turn. These cards can represent a Clue, a Location, a Witness Interrogation, Special Action, Arrest of a Suspect etc. Using the cards, which were received during investigation, a player discovers what actually happened. The objective is to solve a case in a minimum number of turns. Scheduled to ship in May 2022.

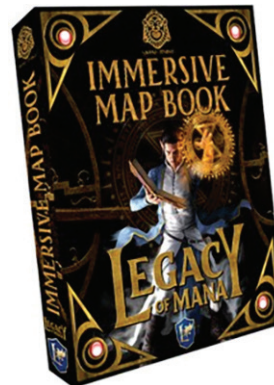
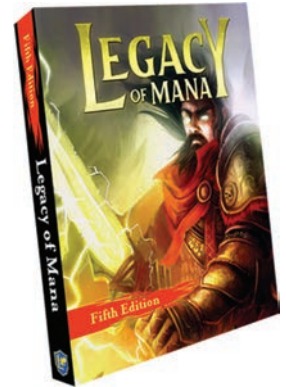
LKY PKD-R01-EN.....\$29.99

## LYNNVANDER PRODUCTIONS

**LEGACY OF MANA RPG**

*Legacy of Mana* is a 5e compatible setting guide infused with unique mechanic adjacent gameplay that will revitalize how you play *Dungeons & Dragons* at your gaming table. Our world focuses on mystical new features such as the concept of anti-mana vs. mana, chronomancy, anthropomorphic cultures, gunpowder properties and airship technologies, godless realms and the intense connectivity between manipulating destiny and the promise of fate. You can achieve all of this and so much more within the Veil of Imaria. Scheduled to ship in August 2022.

LYN LOMA01.....\$49.99

**LEGACY OF MANA RPG: IMMERSIVE MAP BOOK**

Enjoy 31 Hand-drawn maps and create a fully immersive environment filled with hazards, treasures, and secret areas. Stop drawing maps and get straight to playing with our lay-fold flat book. Fit for any fantasy RPG game! Scheduled to ship in August 2022.

LYN LOMA02.....\$49.99

**MINOTAUR**

You have dared to enter the labyrinth, only to find that the maze changes with almost every step you take. The way out has been sealed off, and the Minotaur patrols these halls, called to the magic of the medallions and those who might steal them. Even if you defeat it in combat, the magic of the labyrinth keeps the beast alive. Your only hope is to assemble the medallions and use their power to seal the Minotaur for good. Will you be able to stop the Minotaur before it hunts you down? Scheduled to ship in August 2022.

LYN MNTR01.....\$29.99



## MODIPHUIS

**FALLOUT: WASTELAND WARFARE - CREATURES**

Scheduled to ship in August 2022.

**DEATHCLAW MATRIARCH**

MUH 052226.....\$32.00

**YAO GUAI AMBUSH**

MUH 052227.....\$32.00





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STAR TREK ADVENTURES RPG

Scheduled to ship in June 2022.



KIRK'S TUNIC DICE MUH 052045 .....\$19.99



RULES DIGEST The 304-page Star Trek Adventures Rules Digest is a more compact version of the core rulebook and features updated original era layout and art throughout. Previously available only as part of the Tricorder Collectors Box Set, this handy, digest-sized softcover edition is perfect for landing parties and gaming on the go! The core rules can be used for any era of play, and gamemasters wishing to use this edition to run missions during different periods will have no trouble using the rules as presented. MUH 051890 .....\$34.99

MONTE COOK GAMES



PATH OF THE PLANEBREAKER (5E) The Planebreaker visits all planes, all demiworlths, and all dimensions. Some are known to sages and planar travelers. But in a multiverse stretching across epochs, the number of previously uncatalogued planes is vast. The Planebreaker races through all of them, in time, and the Path that trails behind it creates a route that links them all. Path of the Planebreaker introduces this enigmatic interplanar object that unlocks access to the planes for characters of all levels. Scheduled to ship in July 2022. MKG 311 .....\$54.99

NORTH STAR GAMES

SPOTLIGHT ON

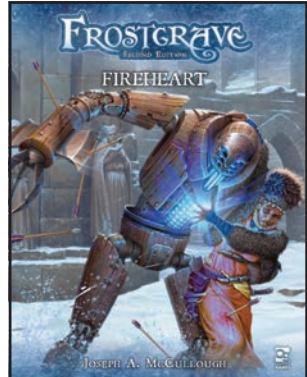


PAINT THE ROSES Paint the Roses is a 2-5 player cooperative logic deduction game that automatically adapts to your skill during play. Set in the puzzling world of Alice in Wonderland, you and your friends are the newly appointed Royal Gardeners. You are working together to finish the palace grounds according to the whims of the Queen of Hearts. Use strategy, logic, and teamwork to finish the garden whilst staying one step ahead of the Queen, otherwise, the last thing you hear will be, 'Off With Their Heads!' Scheduled to ship in August 2022. NSG 810 .....\$39.99



PAINT THE ROSES: ESCAPE THE CASTLE EXPANSION Escape the Castle is a collection of 6 modules. Each module features a unique challenge, along with a lovable Wonderland character to help you. You and your fellow gardeners are no longer satisfied staying one step ahead of the Queen's axe. You dream of a life without fear. A life just beyond those castle walls... To escape the castle you'll need to get through the Royal Gate, but the Queen has sealed it with 5 unique locks. Find the 5 keys to the gate without losing your head, and you'll find freedom from this life of servitude. Scheduled to ship in August 2022. NSG 812 .....\$29.99

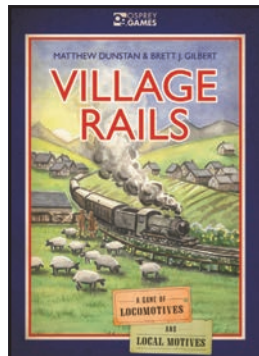
OSPREY PUBLISHING



FROSTGRAVE: FIREHEART This supplement for Frostgrave: Fantasy Wargames in the Frozen City provides a study of constructs, offering expanded rules for their creation, modification, and even re-animation. It examines enchanters' workshops, detailing new magic items and base modifications that aid in the animation process, and also includes a bestiary full of new constructs. Of course, much of the knowledge that was once lost still exists in the frozen ruins, so the book also features several scenarios set in the once-great factories where the art of construct creation reached its pinnacle. Scheduled to ship in July 2022. OSP FGV017 .....\$30.00



LION RAMPANT: 2ND EDITION Lion Rampant: Second Edition is a new, updated version of the hit Osprey Wargames series title, and retains the core gameplay while also incorporating a wealth of new rules and updates from several years' worth of player feedback and development. Whether they are looking to recreate historical encounters or tell their own stories, the varied scenarios, unit types, and sample retinue lists found in this volume provide everything players need to face each other in quick, exciting, and, above all, fun tabletop battles. Scheduled to ship in July 2022. OSP GAM046 .....\$30.00



VILLAGE RAILS In Village Rails, you will be criss-crossing the fields of England with railway lines, connecting villages together, and navigating the complex and ever-changing demands of rural communities. Connect stations and farmsteads to your local network while placing your railway signals and sidings ever so carefully. Meet the exacting standards of cantankerous locals planning strangely specific trips, and weigh their demands against your limited funding. There is much to balance in this tricky tableau-building card game of locomotives and local motives. Scheduled to ship in August 2022. OSP GAM044 .....\$28.00

PAIZO PUBLISHING



PATHFINDER RPG: ADVENTURE PATH - BLOOD LORDS PART 2 - GRAVECLAW (P2) Graveclaw is a Pathfinder adventure for four 4th-level characters. The adventure continues the Blood Lords Adventure Path, a six-part monthly campaign in which the characters rise from skilled troubleshooters to join the Blood Lords who rule a nation of the dead. The adventure also includes an article exposing the secrets of hag covens and plenty of new rules for fighting against hags. New spells and new items complete the witch's brew in the coven's cookbook! Scheduled to ship in August 2022. PZO 90182 .....\$26.99

PATHFINDER RPG: BOOK OF THE DEAD BATTLE CARDS (P2) Pathfinder's Book of the Dead adds a massive number of undead creatures to use as adversaries and for summon spells in your game. These colorful quick-reference cards bring these creatures to life on your tabletop in all their horrifying detail! Each card features a beautiful, full-color image of a Book of the Dead creature on one side, while the other side provides that creature's statistics. Hours of haunting horrors are finally at hand! Scheduled to ship in August 2022. PZO 2233 .....\$34.99







### PATHFINDER RPG: FLIP-TILES - VILLAIN LAIRS SET

What's a villain to do without a proper lair? How will they vex and torment heroes if they don't have an appropriately diabolic home to hide out in? *Pathfinder Flip-Tiles: Villain Lairs* provides beautifully illustrated 6" by 6" map tiles that can be configured to your taste whenever the party finally confronts the adventure's villain in their domain! Inside, you'll find 42 richly crafted, double-sided map tiles and six tabbed dividers to keep them organized. Scheduled to ship in August 2022.

PZO 4096 ..... \$39.99



### PATHFINDER RPG: LOST OMENS - CHARACTER GUIDE HARDCOVER (SPECIAL EDITION) (P2)

This must-have 136-page guidebook for characters of all types introduces three new ancestries to *Pathfinder Second Edition*—the regimented and warlike hobgoblin, the plant-like leshy, and the inquisitive lizardfolk—provides 10 new heritages for the game's core ancestries, offers nearly 100 new ancestry feats, and presents 10 new archetypes to allow characters of any class to participate in the world's most notable organizations, from the adventurous Pathfinder Society to the rabble-raising Firebrands to the magical masters of the Magaambya! This deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark. Scheduled to ship in August 2022.

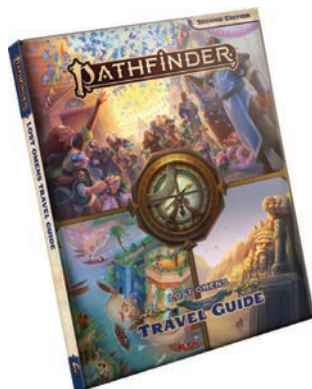
PZO 9302-SE ..... \$59.99



### STARFINDER RPG: ARMORY HARDCOVER (POCKET EDITION)

It's a dangerous universe out there, and often the difference between survival and being the next meal for an angry ksarik is having the right equipment. From guns to augmentations to high-tech and magical devices for every imaginable situation, *Starfinder Armory* is your guide to everything you need, whether you are a frontline fighter, stealthy spy, or scholarly spellcaster. The pocket edition presents the same contents as the original hardcover edition in a smaller sized softcover for a lower price and better portability. Scheduled to ship in August 2022.

PZO 7108-PE ..... \$24.99



### PATHFINDER RPG: LOST OMENS - TRAVEL GUIDE HARDCOVER (P2)

See the scenic Inner Sea with the *Lost Omens Travel Guide*! This book is your companion to the culture, life, and sights of the Inner Sea, guiding you through a variety of topics of interest. With this book, you can learn about Inner Sea cuisine and art, experience the thrills of Inner Sea sports, and uncover the secrets of Inner Sea myths and magic. The *Travel Guide* features dozens of illustrations to show you the fine details of the latest fashion or put you into the center of one of the Inner Sea's greatest festivals. Scheduled to ship in August 2022.

PZO 9313 ..... \$39.99



### STARFINDER RPG: ADVENTURE PATH - DRIFT CRASHERS 2 - NIGHTMARE SCENARIO

*Nightmare Scenario* is a *Starfinder* adventure for four 3rd-level characters, continuing the 3-volume *Drift Crashers* Adventure Path. *Drift Crashers* is part of the *Drift Crisis*, an event taking place across the entire *Starfinder* game line, in which faster-than-light travel breaks down and the galaxy is thrown into chaos. In addition to the adventure itself, this book includes an article expanding on Desna and her church in the *Starfinder* setting, a gazetteer of her home plane of Cynosure. Scheduled to ship in August 2022.

PZO 7247 ..... \$24.99

## ENCHANTED PLUMES™

**Craft Dazzling Plumages to Win!**  
 Play feathers into plumes  
 in descending rows, carefully  
 matching colors to score  
 the most points. Only  
 the most captivating  
 peacocks will win!

Game play  
**30-50**  
 minutes

Ages  
**8+**

**2-6**  
 players

*Calliope* Games  
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NEW RELEASE

### SKULL CANYON

- Approachable mechanics and fun theme appeal to many types of players!
- Similarities to evergreen titles such as Ticket to Ride and Tokaido!
- Diverse set of characters, from race to gender to equipment!



PAN202120 ..... \$39.95

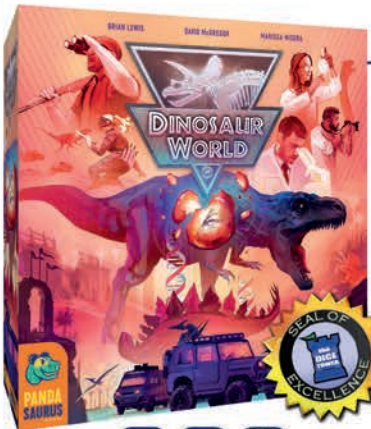
NEW RELEASE

### TREK 12

- Ascend the mountain peaks with this clever roll-and-write!
- By designers Bruno Cathala (Kingdomino) and Corentin Lebrat (Draftosaurus).
- Enjoy 3 different game modes for campaign, beginner, and solo play!



PAN202116 ..... \$29.95



BEST SELLER

### DINOSAUR WORLD

- Sequel to the technicolor best-seller Dinosaur Island!
- Drive your Jeeps through your park to activate unique building and enclosure effects!
- Includes three different shapes of dinosaur meeples!



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BEST SELLER

### DINOSAUR ISLAND: RAWR 'N WRITE

- Roll-and-write adaptation best-selling Dinosaur Island!
- Draft dice to get bonuses, then use them to take actions!
- Draw your park to life with tetrimino-shaped attractions and dinosaur enclosures!



PAN202107 ..... \$29.95



BEST SELLER

### DINOSAUR ISLAND

- Hit title—over 50,000 sold.
- Build and manage your own dinosaur park—and mitigate customer casualties!
- Now includes THREE different types of dino meeples!



PAN201703 ..... \$59.95

BACK IN STOCK

### BREW

- Intuitive rules enjoyed by families and experienced players!
- Strategic and tactical dice placement game play!
- Whimsical & eye-catching artwork!



PAN202108 ..... \$29.95







PRE-ORDER

**SOBEK: 2 PLAYERS**

- Latest design from Bruno Cathala and Sébastien Pauchon
- Collect sets of goods tiles from the board to become the wealthiest merchant!
- Move the Ankh pawn to block certain tiles and limit your opponent's options!



PAN202122 ..... \$39.95

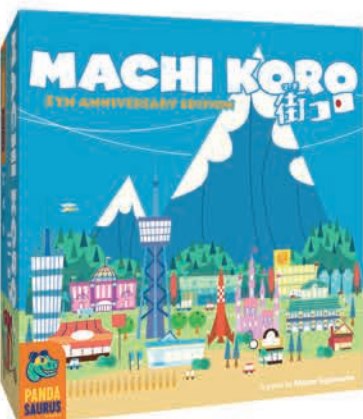
PRE-ORDER

**NACHO PILE**

- Newest party game from Ken Gruhl (*Happy Salmon*)
- Push your luck by drawing numbered chips from the bag!
- Steal chips from other players and watch out for spicy abilities!



PAN202117 ..... \$19.95



BEST SELLER

**MACHI KORO 5TH ANNIV. EDITION**

- Global smash hit — over one million sold.
- Build your own city, collect money when dice roll.
- Spiel des Jahres nominee.



PAN201821 ..... \$29.95

BACK IN STOCK

**MACHI KORO 2**

- Standalone follow-up to the best-selling Machi Koro.
- Card market is randomized each game, creating variable strategies.
- Build landmarks in any order, but prices increase for each one you have!



PAN202113 ..... \$29.95

BEST SELLER

**THE GAME**

- Global sensation — 1.3 million units sold!
- This highly addictive card game pits players against The Game itself.
- Multi award-winner and Spiel des Jahres nominee.

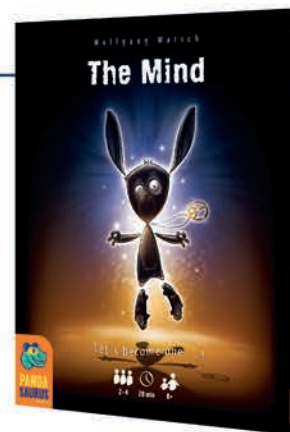


PAN201820 ..... \$12.95

BEST SELLER

**THE MIND**

- Explosive hit card game — 1.3 million units sold.
- Meld minds to play cards in order without talking.
- Multi award-winning title and Spiel des Jahres nominee.



PAN201809 ..... \$12.95





## SPOTLIGHT ON

**POKÉMON TCG: CALYREX VMAX LEAGUE BATTLE DECK**

The High King Pokémon is yours in two powerful, League-ready decks for skilled Trainers and Pokémon TCG players. With a slew of cards including premium foil cards, sought-after power cards, and a well-tuned set of Pokémon and Trainer cards, *League Battle Decks* put together all the elements to support you in your next match! PUI 29085042..... PI

## SPOTLIGHT ON

**POKÉMON TCG: DIVERGENT POWERS TIN**

Hailing from the ancient region of Hisui, a trio of partner Pokémon with unique strengths are eager to join your deck! With this Divergent Powers Tin, you can choose the keen eye of Hisuian Decidueye V, the fearsome flames of Hisuian Typhlosion V, or the shadowy blades of Hisuian Samurott V, and then find even more useful Pokémon and Trainer cards in a handful of Pokémon TCG booster packs. PUI 21085140..... PI

## SPOTLIGHT ON

**POKÉMON TCG: POKÉMON GO - GIFT TIN**

PUI 29085077..... PI

## PRIVATEER PRESS

**MONSTERPOCALYPSE**

Scheduled to ship in June 2022.

**GARGOYLE MONOLITHS AND TEMPLE MONOLITHS FIRST GUARDIANS UNITS (METAL)**

PIP 51187..... PI

**GOD OF VEMANA ANCIENT ONES MONSTER (METAL/RESIN)**

PIP 51186..... PI

**SHAMBLERS AND BRAMBLE HUNTERS ANCIENT ONES UNIT (METAL)**

PIP 51188..... PI

**WARDEN OF TEOCALI FIRST GUARDIANS MONSTER (METAL/RESIN)**

PIP 51185..... PI

## Q-WORKSHOP

**CATS DICE SETS (7)**

Scheduled to ship in May 2022.

**MUFFIN**

QWS SCAT72.....\$19.00

**FINAL RACE DICE SET (7)**

Scheduled to ship in June 2022.

**ENGINE ROAR**

QWS STFR04.....\$14.00

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QWS SCAT4V.....\$19.00

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QWS STFR90.....\$14.00

## RAVENSBURGER

**STAR WARS VILLAINOUS: POWER OF THE DARK SIDE**

Become an iconic *Star Wars* Villain! Use your sinister Influence and unique abilities to manipulate the field in your favor. Are you powerful and clever enough to fulfill your dark destiny before your opponents? Explore a new universe of scum and villainy in *Star Wars Villainous*, the newest addition to the award-winning *Villainous* game system. Choose your Villain and explore your Sector as you collect Credits, play ships and vehicles to gain new Abilities, and use Ambition to utilize your Villain's unique skills. Play as Darth Vader, Moff Gideon, Kylo Ren, Asajj Ventress, or General Grievous. Scheduled to ship in August 2022. RVN 60001946.....\$26.00

RVN 60001946.....\$26.00



Famous cryptids converge  
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of Cross Creek.

Can you save your home from  
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STRATEGY

### CRUSADERS: THY WILL BE DONE

- Lead an order of Knights! Fight enemies, erect buildings, and spread your influence
- Manage and upgrade your personal "action wheel"
- Navigate the tech tree in your buildings
- Will your order be the most influential when King Philip issues arrest orders for the Templars?

RGS02469 \$60



JULY RELEASE!



STRATEGY

### CIRCADIANS: FIRST LIGHT SECOND EDITION

- Updated art, iconography and various components when compared to the original edition.
- Players will need to manage their crew (dice) as they visit various parts of the planet for trade, farming, construction and research.
- Negotiate with the locals, explore the planet, upgrade your research base.
- Includes new Leader cards, the Allies expansion, and two gameplay variants.

RGS02473 \$65



AUGUST RELEASE!



STRATEGY

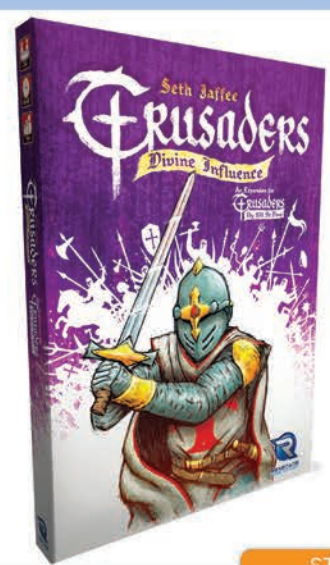
### CIRCADIANS: CHAOS ORDER

- 6 asymmetric Factions, each with their own Leaders, Attributes and win conditions.
- Multifaceted combat system that provides players with agency
- Strategic Euro-mechanisms at its core with a tight, interactive resource management system.
- Replayability due to the variable setup, 6 unique factions, and a high level of interaction between players.

RGS02257 \$65



AUGUST RELEASE!



STRATEGY

### CRUSADERS: THY WILL BE DONE - DIVINE INFLUENCE EXPANSION

- Compatible with all versions of Crusaders: Thy Will Be Done
- Includes 4 new building types and 4 new knightly orders
- Claim influence over regions with the new and improved Influence action

RGS02471 \$30

JUNE RELEASE!



STRATEGY

### THE HUNGER: HIGH STAKES EXPANSION

- New Threats bring new strategies and excitement to the game.
- Events create unique hunt nights and spawn the threats.
- Powers that fight new dangers like Vampire Hunters and Werewolves, and even other Vampires.
- High Stakes is an expansion for The Hunger. Base game required.

RGS02472 \$30

AUGUST RELEASE!



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ROLE-PLAYING

**HUNTER: THE RECKONING**  
5TH ED ROLEPLAYING GAME DICE SET

- A set of Hunter: The Reckoning 5th Edition Dice with custom die faces for use in playing Hunter: The Reckoning
- Includes 10 Custom 20mm Orange d10s and 5 Black 20mm Desperation d10s.

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\$20



JULY RELEASE!



ROLE-PLAYING

**G.I. JOE**  
ROLEPLAYING GAME HERO MINIATURES SET #1

- 12 detailed 28mm plastic Hero miniatures to enhance your game!
- Paint to match your player characters!

RGS02412

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AUGUST RELEASE!



ROLE-PLAYING

**MY LITTLE PONY**  
ROLEPLAYING GAME DICE SET AND BAG

- Unique star icon as highest number on each die
- Includes d2 coin, d4, d6, d8, d10, d12, and 2 d20 dice
- Easily identify your critical successes in the game!
- Soft interior liner keeps dice scratch-free and safe
- High quality, double-lined fabric dice bag

RGS02446 (DICE)

RGS02447 (BAG)

\$15



AUGUST RELEASE!



ROLE-PLAYING

**HUNTER: THE RECKONING**  
5TH ED ROLEPLAYING GAME CHARACTER JOURNAL

- Expanded character sheet
- Character-building prompts and history pages
- Linen-look hardcover book with 80 pages and ribbon bookmark

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JUNE RELEASE!



ROLE-PLAYING

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- Expanded character sheet
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\$21.99



JUNE RELEASE!



ROLE-PLAYING

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- Expanded character sheet
- Character-building prompts and history pages
- Linen-look hardcover book with 80 pages and ribbon bookmark

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AUGUST RELEASE!





## SIT DOWN



### FAIRY LIGHTS

Complete sets of identical bulbs in order to make the most beautiful garland and earn the most points. The player with the most points at the end of the game wins. Scheduled to ship in July 2022.

LUM SD009 ..... \$21.99



### TOPIC

Try not to be the last person to announce a word for a given theme, so you avoid getting cards. The player with the fewest cards at the end of the game wins. Scheduled to ship in July 2022.

LUM SD088 ..... \$21.99

## SMIRK & DAGGER

### SPOTLIGHT ON



### BEHEXT

In *Behext*, you'll curse and counter-curse your opponents into submission while avoid being Hexed yourself by the wild magics that have since passed beyond your control. A highly interactive card game in which everything is a double-edged sword. Not the typical Resource Engine deck-builder. Rather, you are building for specific player interactions you wish to wield against opponents with powerful new spells for attack and defense. Scheduled to ship in October 2022.

SND 0071 ..... \$44.99



### BOOP.

Every time you place a kitten on the bed, it goes boop. Which is to say that it pushes every other kitten on the board one space away. Line up three kittens in a row to graduate them into cats and then, get three cats in a row to win. But that isn't easy with both you AND your opponent constantly booping kittens around. It's like herding cats! Can you boop your cats into position to win? Or will you just get booped right off the bed? Approachable but challenging abstract game and a worthy follow up to *SHOBU*. Scheduled to ship in September 2022.

SND 1009 ..... \$39.99

## STEAMFORGED GAMES

### EPIC ENCOUNTERS

Scheduled to ship in June 2022.

### SPOTLIGHT ON



### BARROW OF THE CORPSE CRAWLER

SFL EE-014 ..... \$44.99

### SPOTLIGHT ON



### HIVE OF THE GHOUL-KIN

SFL EE-013 ..... \$54.99

## STEVE JACKSON GAMES



### PICK A CARD DICE

Need a card? Roll a card! This deck will never get old and ragged or ruined by a spilled drink! Roll these dice together to get any card from a standard deck. The 4-sider gives you the suit. The 26-sider gives you the rank. Play poker with virtual cards! (An identical pair beats a regular pair.) Or just match cards to see who pays for dinner. Scheduled to ship in August 2022.

SJG 5993 ..... \$9.95



### MUNCHKIN: MUNCHKIN TURTLE CARNAGE

Trust us, it's Turtles All the Way Down! In *Munchkin Turtle Carnage*, we've got a shell load of great new cards for you! Be careful not to wake the Napping Turtle while you battle the undead Riga-Tortoise with your Hot Rock. And always remember, Slow and Steady wins the race to Level 10! Scheduled to ship in August 2022.

SJG 4275 ..... \$10.95

## STRONGHOLD GAMES

### AUSTRALIA: REVENGE OF THE OLD ONES EXPANSION

*AuZtralia: Revenge of the Old Ones* enables you to play the game with one player controlling the forces of the Old Ones. This allows the game to be played by up to five players. As well as being able to decide where to place their forces, the Old One player can also summon terrible creatures from the void to create even more havoc. Now you can raise Nyarlathotep or call forth the Hounds of Tindalos to defeat the scourge of humans invading your lands. Scheduled to ship in June 2022.

SHG AUZR1 ..... \$24.99



## ULTRA PRO INTERNATIONAL



### ACRYLIC DISPLAY FOR BOOSTER BUNDLE PACK

Scheduled to ship in December 2022.

UPI 15974 ..... PI

### DUNGEONS & DRAGONS: COVER SERIES

Scheduled to ship in August 2022.



### JOURNEYS THROUGH THE RADIANT CITADEL PLAYMAT

UPI 19406 ..... PI



### JOURNEYS THROUGH THE RADIANT CITADEL WALL SCROLL

UPI 19407 ..... PI



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GAMES

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# MAGIC THE GATHERING

## MAGIC THE GATHERING CCG: BROTHERS WAR

Scheduled to ship in November 2022.

6' TABLE PLAYMAT	UPI 19619.....	PI	100+ DECK BOX V3	UPI 19635.....	PI
8' TABLE PLAYMAT	UPI 19620.....	PI	100+ DECK BOX V4	UPI 19636.....	PI
9-POCKET PRO-BINDER	UPI 19643.....	PI	BLACK STITCHED PLAYMAT	UPI 19629.....	PI
12-POCKET PRO-BINDER	UPI 19644.....	PI	HOLOFOIL PLAYMAT	UPI 19630.....	PI
100CT SLEEVES A	UPI 19637.....	PI	PLAYMAT A	UPI 19621.....	PI
100CT SLEEVES B	UPI 19638.....	PI	PLAYMAT B	UPI 19622.....	PI
100CT SLEEVES V1	UPI 19639.....	PI	PLAYMAT C	UPI 19623.....	PI
100CT SLEEVES V2	UPI 19640.....	PI	PLAYMAT D	UPI 19624.....	PI
100CT SLEEVES V3	UPI 19641.....	PI	PLAYMAT E	UPI 19625.....	PI
100CT SLEEVES V4	UPI 19642.....	PI	PLAYMAT F	UPI 19626.....	PI
100+ DECK BOX A	UPI 19631.....	PI	PLAYMAT G	UPI 19627.....	PI
100+ DECK BOX B	UPI 19632.....	PI	PLAYMAT H	UPI 19628.....	PI
100+ DECK BOX V1	UPI 19633.....	PI	WALL SCROLL	UPI 19645.....	PI
100+ DECK BOX V2	UPI 19634.....	PI			

## POKÉMON TCG

Scheduled to ship in August 2022.



## SWORD AND SHIELD 11

4-POCKET PORTFOLIO	UPI 15791.....	PI
9-POCKET PORTFOLIO	UPI 15792.....	PI

## POKÉMON TCG

Scheduled to ship in September 2022.



**GALAR ALCOVE CLICK DECK BOX**  
UPI 15852..... PI



**GALLERY SERIES FROSTED FOREST 4-POCKET PORTFOLIO**  
UPI 15983..... PI



**GALLERY SERIES FROSTED FOREST 2' ALBUM**  
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UPI 15986..... PI



**GALLERY SERIES FROSTED FOREST 9-POCKET PORTFOLIO**  
UPI 15984..... PI



**GALLERY SERIES FROSTED FOREST 9-POCKET PRO BINDER**  
UPI 15988..... PI



**GALLERY SERIES FROSTED FOREST ALCOVE FLIP DECK BOX**  
UPI 15989..... PI



**GALLERY SERIES FROSTED FOREST FULL VIEW DECK BOX**  
UPI 15987..... PI



**GALLERY SERIES FROSTED FOREST PLAYMAT**  
UPI 15982..... PI



**KANTO ALCOVE CLICK DECK BOX**  
UPI 15850..... PI



**SINNOH ALCOVE CLICK DECK BOX**  
UPI 15851..... PI

## USAOPOLY/THE OP

### DICE SET: D6 AVATAR PREMIUM (6)

Scheduled to ship in August 2022.  
USO AC096694..... PI

### MONOPOLY: CURB YOUR ENTHUSIASM

Scheduled to ship in August 2022.  
USO TBD012..... PI

## VAN RYDER GAMES



### KEEPERS

Keepers is an interactive card game where players will try to outwit their opponents by playing a card from their hand after hearing only a single word. Players all vote on which card aligns the most (or least!) with the word and whichever card gets the most votes is a KEEPER! Scheduled to ship in July 2022.  
VRG 011.....\$34.99

## WARGAMES ATLANTIC

### DEATH FIELDS

Scheduled to ship in May 2022.



### BULLDOGS

WGA WAADF007.....\$34.95

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## DECLINE AND FALL

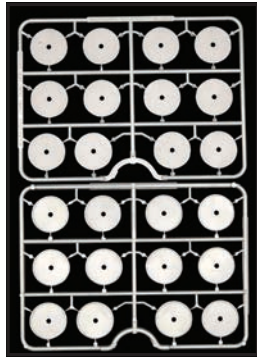
Scheduled to ship in May 2022.



**GOth WARRIORS**  
WGA WAALR002.....\$34.95

## GENERAL ACCOUTREMENTS

Scheduled to ship in May 2022.



**25MM DUAL USE BASES**  
WGA WAAGA002.....\$15.00



**HORSES**  
WGA WAAGA001.....\$34.95

## IMPERIAL CONQUESTS

Scheduled to ship in May 2022.



**BOXERS**  
WGA WAAIC002.....\$34.95

## WARLORD GAMES

### BLACK POWDER: EPIC BATTLES

Scheduled to ship in June 2022.



**NAPOLEONIC BRITISH &  
ALLIED COMMANDERS**  
WL 312401001 ..... PI



**NAPOLEONIC BRITISH  
CASUALTY MARKERS**  
WL 312401002 ..... PI



**NAPOLEONIC FRENCH  
CASUALTY MARKERS**  
WL 312402002 ..... PI



**NAPOLEONIC FRENCH  
COMMANDERS**  
WL 312402001 ..... PI

### BLACK SEAS

Scheduled to ship in May 2022.



**HOLD FAST! SUPPLEMENT**  
WL 791010003 ..... PI

### BLOOD RED SKIES

Scheduled to ship in May 2022.



**F4U CORSAIR SQUADRON**  
WL 772412052 ..... PI

# ALLEGORY™

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Weave a trilogy of tales in an intriguing auction game of bidding, bluffing, and set collection.

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Game play  
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**GRUMMAN F4F WILDCAT SQUADRON**  
WLG 772412050 ..... PI



**KAWANISHI N1K2 SHIDEN-KAI 'GEORGE' SQUADRON**  
WLG 772411050 ..... PI



**MITSUBISHI J2M RAIDEN 'JACK' SQUADRON**  
WLG 772411052 ..... PI

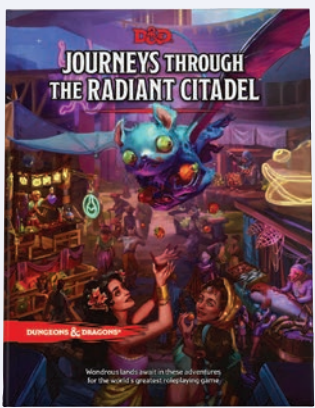
**BOLT ACTION**  
Scheduled to ship in June 2022.



**GERMAN SD.KFZ 250 (ALTE) HALF-TRACK**  
WLG 402012052 ..... PI

**WIZARDS OF THE COAST**

**SPOTLIGHT ON**



**DUNGEONS & DRAGONS RPG: JOURNEYS THROUGH THE RADIANT CITADEL**

*Journeys through the Radiant Citadel* is a collection of thirteen short, stand-alone D&D adventures featuring challenges for character levels 11-4. Each adventure has ties to the Radiant Citadel, a magical city with connections to lands rich with excitement and danger, and each can be run by itself or as part of an ongoing campaign. Explore this rich and varied collection of adventures in magical lands. Light Your Path to Adventure Through the mists of the Ethereal Plane shines the Radiant Citadel. Travelers from across the multiverse flock to this mysterious bastion to share their traditions, stories, and calls for heroes. A crossroads of wonders and adventures, the Radiant Citadel is the first step on the path to legend. Where will your journeys take you?  
**HARDCOVER** WOC D09960000 .....\$49.95  
**ALTERNATE HARDCOVER** WOC D09970000 .....\$49.95

**SPOTLIGHT ON**



**MAGIC THE GATHERING CCG: DOUBLE MASTERS 2022**

**NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
**COLLECTOR BOOSTER DISPLAY (4)**  
WOC D06510000 ..... PI  
**DRAFT BOOSTER DISPLAY (24)**  
WOC D06490000 ..... PI

**WIZKIDS/NECA**

**SPOTLIGHT ON**



**DUNGEONS & DRAGONS: 3" VINYL MINI - MONSTER SERIES 1: DUNGEONS & DRAGONS 1E DISPLAY BY KIDROBOT**

From the rich lore of *Dungeons & Dragons*, these 3-inch vinyl figures feature famous monsters from the 1st edition of *Dungeons & Dragons* made miniature! They're blind boxed to maintain rarity and collectability. Which will you get? Roll for initiative and find out! Wave 1 possibilities include:

Beholder, Displacer Beast, Fire Elemental, Ghoul, Mimic, Mind Flayer, Red Dragon, Remorhaz, Roper, Rust Monster, Sahuagin, Salamander, Xorn. Scheduled to ship in August 2022.  
WZK KR68320 ..... PI



**DUNGEONS & DRAGONS: DAERN'S INSTANT FORTRESS TABLE-SIZED REPLIC**

A table-sized replica of *Daern's Instant Fortress*. Based on the famous and formidable wondrous magic item, this tower is sized to rest easily on a shelf or at the game table, where it may be employed as more than a sturdy piece of unassailable decor it may also serve as a dice tower. Also included is the item's magically compact (1-in. cube) form ideally sized to fit in an adventurer's belt pouch, any player's dice bag, or on a display shelf alongside its 'full-sized' counterpart. Scheduled to ship in July 2022.  
WZK 96119 .....\$149.99



**DUNGEONS & DRAGONS: DEMILICH UNLIFE-SIZED REPLIC**

Like so many of its ilk, this unliving replica draws its inspiration from the infamous *Acererak*, complete with carved gemstones replacing its teeth and larger gems (lit by LEDs) set in its eye sockets. Whether resting comfortably atop a pile of its own bones and dust or rising from its display on a vortex of its moldering remains, the Demilich will draw attention (but not the life force) of intruders and admirers alike. Scheduled to ship in May 2022.  
WZK 96084 ..... PI



Don Eskridge's

# Quest



**Quest** is a quick, modern, and dark twist on *The Resistance: Avalon*. Players can no longer vote to approve teams. If tides turn against Good, the Loyal Servants of Arthur have one last shot to figure out who the Minions of Mordred are and to stop Evil from ruling the day. But they must be wary of Morgan le Fay who is a master at avoiding detection.

SKU: IBCQUE1 - MSRP \$19.99

## KEY POINTS

- Bluffing, deduction and betrayal
- A new way to play *The Resistance: Avalon*
- New roles with special abilities



Indie  
Boards  
& Cards





# SPOTLIGHT ON



## DUNGEONS & DRAGONS: ICONS OF THE REALMS MINIATURES ELDER ELEMENTAL - PHOENIX

Standing over 13" tall and sporting a 200mm clear base this impressive elemental is sure to blow you away! On their native planes, elementals sweep across the weird and tempestuous landscape. Some possess greater power, gained by feeding on their lesser kin and adding the essence of creatures they have devoured to their own until they become something extraordinary. When summoned, these elder elementals manifest as beings of apocalyptic capability, entities whose mere existence promises destruction. Scheduled to ship in July 2022.

WZK 96148 ..... PI



## DUNGEONS & DRAGONS: ICONS OF THE REALM STRIXHAVEN

A magical world boasts many places where students can study magic and many sages who take eager learners under their wings. But being accepted to Strixhaven University is a special honor, the dream of many young students. Strixhaven is a place of enlightenment and learning, and both its graduates and its delegates are typically welcomed and respected wherever they go. \Scheduled to ship in July 2022.

SET 1 WZK 96127 ..... \$49.99

SET 2 WZK 96128 ..... \$49.99

# SPOTLIGHT ON



## DUNGEONS & DRAGONS NOLZUR'S MARVELOUS UNPAINTED MINIATURES: ADULT GREEN DRAGON

Dungeons & Dragons Nolzur's Marvelous Miniatures come with highly-detailed figures, primed and ready to paint out of the box. These fantastic miniatures include deep cuts for easier painting. The packaging displays these miniatures in a clear and visible format, so customers know exactly what they are getting. Scheduled to ship in June 2022.

WZK 90575 ..... \$89.99

## DUNGEONS & DRAGONS NOLZUR'S MARVELOUS UNPAINTED MINIATURES: W18

Scheduled to ship in July 2022.



## AARAKOCRA PALADINS

WZK 90521 ..... \$8.99

## BEHOLDER VARIANT

WZK 90431 ..... \$8.99



## DRAGONBORN CLERICS

WZK 90522 ..... \$4.99



## DROW FIGHTERS

WZK 90525 ..... \$4.99



## DUERGAR FIGHTERS

WZK 90421 ..... \$4.99



## FIRE GIANT

WZK 90528 ..... \$14.99



## GRUNGS

WZK 90415 ..... \$4.99



## HALFLING BARBARIANS

WZK 90412 ..... \$4.99



## HARENGON BRIGANDS

WZK 90440 ..... \$4.99



## HUMAN CLERICS

WZK 90523 ..... \$4.99



## MIND FLAYERS

WZK 90527 ..... \$4.99



## MODRONS

WZK 90422 ..... \$8.99



## NOTHICS

WZK 90526 ..... \$4.99



## YETH HOUND

WZK 90529 ..... \$4.99





**YUAN-TI ABOMINATION**  
WZK 90524.....\$4.99



**DUNGEONS & DRAGONS:  
TEETH OF DAHLVER-NAR  
BITE-SIZED ARTIFACT**

Based on the fabled artifact once carried by the powerful cleric whose name it now bears, this collection of 20 teeth gathered from all manner of creatures rests comfortably within a leather pouch designed to serve as both container and display. Scheduled to ship in October 2022.

WZK 96122.....\$79.99



**DUNGEONS & DRAGONS:  
THREE-DRAGON ANTE -  
GIANTS WAR EXPANSION**

With over 100 new cards *Three-Dragon Ante: Giants War* adds a whole new way to play the classic *Dungeons & Dragons* standalone card game! You'll mix in new Giant suits, while you split the stakes in two: the Dragon Stakes and the Giants Stakes. Players fight for the stakes where their flight is strongest, giving you new routes to victory! There is also a new way to find Legendary Dragons and the new Giant Gods. New powers let players draw powerful cards from the Legendary deck! Scheduled to ship in July 2022.

WZK 87555.....\$24.99

**SPOTLIGHT ON**



**SIDEREAL CONFLUENCE:  
BIFURCATION**

*Sideréal Confluence: Bifurcation* includes variations on each of the nine original species, providing entirely new mechanisms, new strategies, and new avenues for negotiation! These variants represent different aspects or factions within their societies, and include new rules and starting cards that dramatically change each species play style. The variants are more interactive than the base game factions, leading to more interesting trades and greater potential for creativity. Scheduled to ship in July 2022.

WZK 73078.....\$44.99



**STAR TREK: ATTACK WING:  
FEDERATION FACTION PACK -  
SHIPS OF THE LINE**

Fly the finest the Federation has to offer with the *Ships of the Line* Federation faction pack for *Star Trek: Attack Wing*! You can be the first to helm the original prototypes for iconic classes, including the Prometheus-class, Akira-class, the Sovereign-class, and the Saber-class! You'll find all-new captains, crew, and weapons, including type 10 Phasers and Quantum Torpedoes! Scheduled to ship in September 2022.

WZK 89000.....\$39.99



**STAR TREK: ATTACK WING:  
ROMULAN FACTION PACK -  
SECRETS OF THE TAL SHIAR**

Take Command of four specially cloaked versions of four different Romulan ships: A Reman Warbird, a Romulan Scout vessel, as well as a DDeridex-class and a Valdore-type vessel, as you uncover the Secrets of the Tal Shiar faction pack for *Star Trek Attack Wing*! Scheduled to ship in September 2022.

WZK 89001.....\$39.99

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UNPAINTED MINIATURES W18  
Scheduled to ship in July 2022.



**GIANT SPIDER**  
WZK 90531 .....\$8.99



**ROWBOAT & OARS**  
WZK 90503 .....\$14.99



**SKELETONS**  
WZK 90533 .....\$4.99



**ZOMBIES**  
WZK 90532 .....\$4.99

WYRD MINIATURES

**MALIFAUX 3RD EDITION**  
Scheduled to ship in April 2022.



**BARGAINS MADE**  
WYR 23907 .....\$50.00



**MAINTAIN THE BALANCE**  
WYR 23920 .....\$40.00



**METHOD TO THE MADNESS**  
WYR 23929 .....\$35.00

**MALIFAUX 3RD EDITION:**  
Scheduled to ship in May 2022.



**DON'T WORRY BE ZAPPY**  
WYR 23931 .....\$18.00



**NAVIGATING CHAOS**  
WYR 23918 .....\$35.00



**SHOWDOWN**  
WYR 23911 .....\$35.00



**TRADE SECRETS**  
WYR 23908 .....\$50.00



**TWISTED ALTERNATIVE - TO GRANDMOTHER'S HOUSE WE GO**  
WYR 23932 .....\$24.00

**MALIFAUX 3RD EDITION**  
Scheduled to ship in June 2022.



**FATES ENTWINED**  
WYR 23905 .....\$50.00



**FORWARD AND BACK**  
WYR 23909 .....\$45.00



**HATS OFF**  
WYR 23917 .....\$55.00

**THROUGH THE BREACH RPG:  
PENNY DREADFUL - THE VOYAGE VOLUME**

Six One Shot adventures that were previously only available digitally are now included in one epic volume! *The Voyage Volume* includes adventures that will send the Fated to journey into the strange corners and environments within the world of Malifaux! Scheduled to ship in June 2022.

WYR 30212 .....\$30.00



XYZ GAME LABS



**BIGFOOT ROLL & SMASH**  
Climb behind the wheel of Team Bigfoot Legends to roll, plan, and SMASH your way through an arena you design and build. Roll the Monster Tire Dice to earn Plan Points, Style Cards, & Hazards. Program your Monster Truck's path of destruction, while opponents place hazards to get in your way. Earn Victory Points as you jump, drive, slide, and SMASH your way through the arena! Do it with style to make the crowd go wild and earn bonus points on your run. Scheduled to ship in August 2022.

XYZ 0007 .....\$39.00





# SHADOWRUN®

## BUILD YOUR RUN!



The Sixth World setting is the heart of **Shadowrun**, and two new products help players bring the world to life in their games.

**Emerald City** is the Seattle sourcebook for **Shadowrun, Sixth World**, detailing all the districts of the city including information on the people and places that make the district move and shake. With vivid information on people and places along with qualities that help shape characters who might come from each district, this book helps weave the city into your game in new ways.

**Shadow Points** also brings locations to life. This deck of cards details thirty locations that can be dropped into any city in the Sixth World. These include a cubicle farm, police station, shopping mall, and more. With information on entrances, exits, security, and more, this deck makes it easy to work in a wide range of locations into any mission, keeping the action moving while throwing new challenges at the players. While it's designed for **Shadowrun, Sixth World**, **Shadow Points** is useful to anyone who wants a working list of beautifully illustrated cyberpunk locations!

**TALISMONGER SHOP**  
NPCs

In addition to a Talismonger 10, 20, 300, and 400, the owner of the Talismonger Shop might be a powerful figure in the city. The shop is a place where players can find a wide variety of magical items, including talismans, amulets, and other magical artifacts. The shop is a place where players can find a wide variety of magical items, including talismans, amulets, and other magical artifacts.

**PUSHING THE ENVELOPE**  
The Shadowrun character sheet is a real one, and the main reason is that it's a real one. It's a real one, and the main reason is that it's a real one. It's a real one, and the main reason is that it's a real one. It's a real one, and the main reason is that it's a real one.

**BACKDOOR CYBERCLINIC**

**PUSHING THE ENVELOPE**  
If the doctor is attacked, the Shadowrun character sheet is a real one, and the main reason is that it's a real one. It's a real one, and the main reason is that it's a real one. It's a real one, and the main reason is that it's a real one.





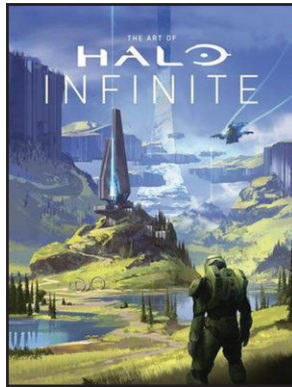
# GRAPHIC NOVELS

## DARK HORSE COMICS

### ART OF HALO INFINITE HARDCOVER

The Master Chief is back. The legendary super soldier returns in *Halo Infinite*. 343 Industries and Microsoft are building the biggest and most visually spectacular *Halo* yet. *Halo Infinite* debuts on the Xbox family of consoles, including Xbox Series X, Microsoft's latest and most powerful game console. To take full advantage of its prodigious graphical prowess, 343 Industries built an all-new, next-generation game engine, giving their world-class artists the tools and technology to realize the worlds, war, and wonder of the *Halo* universe in unprecedented style and fidelity. Scheduled to ship in August 2022.

DIA STL211486 ..... \$39.99



## SPOTLIGHT ON



### HALO: ENCYCLOPEDIA HARDCOVER

The universe of *Halo* is remarkably vast in scale and astonishingly elaborate in detail, telling rich stories filled with bold characters, breathtaking worlds, and thrilling conflicts. In celebration of the 20th anniversary of *Halo*, Dark Horse and 343 Industries have teamed up to deliver the most definitive guide to the universe thus far. Spanning over a hundred millennia and encompassing over a hundred thousand light years, the *Halo Encyclopedia* captures two decades of storytelling with stunning, never-before-seen art and the most detailed exploration of the universe's many characters, worlds, and technologies to have ever been created. Scheduled to ship in August 2022.

DIA STL212860 ..... \$49.99

## IDW PUBLISHING

### MY LITTLE PONY & TRANSFORMERS - MAGIC OF CYBERTRON

More ponies, more bots, and more magical mayhem as two worlds collide in the return of this hit crossover event! While using a modified Spacebridge to bring magic to Cybertron, the Decepticons end up unleashing a more powerful evil from Equestria than they ever could've imagined-looks like the only way out of this one is to team up! New partnerships will have to be created-the Seekers and the Wonderbolts, Applejack and Wildwheel, Soundwave and Octavia-in order to recapture the magic of their first meeting and save the day! All of this and more in the second *My Little Pony/Transformers* crossover! Scheduled to ship in August 2022.

DIA STL198787 ..... \$15.99



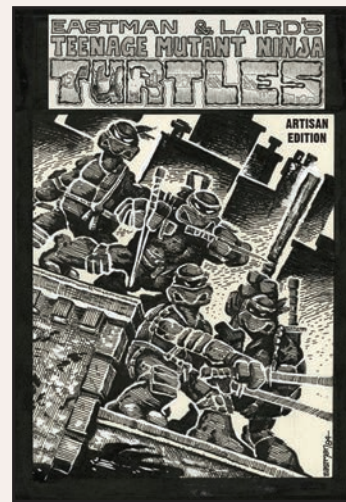
### TRANSFORMERS: BEAST WARS

Celebrate 25 years of *Beast Wars*! The Maximals and the Predacons are back in this all-new series. 'In the beginning came the beasts, and all that creeps, crawls and flies-but nature lies, they're robots in disguise!' With this one line a whole new generation of *Transformers* toys and fans were created. Now, 25 years later, an all-new series brings your favorite characters back! In the future, the planet Cybertron belongs to the scientific-minded Maximals and the action-oriented Predacons! When a crew of Predacons, led by the successor to the Megatron name, steal a golden disk and a ship capable of traveling through time, it's up to Optimus Primal and his Maximal crew-Rattrap, Rhinox, Cheetor, and new character Nyx-to catch them! Scheduled to ship in August 2022.

DIA STL202137 ..... \$19.99



## SPOTLIGHT ON



### TEENAGE MUTANT NINJA TURTLES: ARTISAN EDITION HARDCOVER

This book reproduces all the original art to the first issue of one of the most important comic book phenomena of the last 35 years — *The Teenage Mutant Ninja Turtles*. Scanned directly from the original art, mimicking the experience of the original hand drawn page, and also collecting all the layouts (also hand drawn) by the creators of what has been called this generation's Mickey Mouse and Donald Duck. Rounding out the volume is an extensive gallery of other *TMNT* images, also scanned directly from the original art. Scheduled to ship in August 2022.

DIA STL036531 ..... \$39.99

## IMAGE COMICS



## FEATURED ITEM



### HELLCOP V1 - WELCOME TO HELL

When mankind first broke through the walls between dimensions, nothing could have prepared them for what they would find in Known Reality Plane 1301-A: it was absolute Hell. Literally. A covert security force was quickly assembled to patrol the Hellplane and ensure that none of the nastier denizens made their way Earthside. They were dubbed the Pan-Dimensional Security Corps. The *Hellcops*. Scheduled to ship in August 2022.

DIA STL217977 ..... \$19.99



# LONG SHOT™

## THE DICE GAME

### THE SOCIAL STRATEGY HORSE RACING GAME

PLAYERS:  
1 TO 8

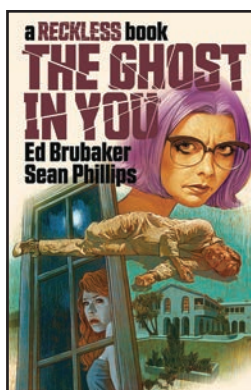
AGES:  
14+

TIME:  
25 MIN

MSRP:  
29.95





**GHOST IN YOU - A RECKLESS BOOK**

The fourth book in the bestselling *Reckless* series is here! Crime noir masters Ed Brubaker & Sean Phillips present yet another original graphic novel starring troublemaker-for-hire Ethan Reckless. It's the winter of 1989 and Ethan is out of town, so this time, Anna has to tackle the job on her own. When a movie scream queen asks her to prove the mansion she's renovating isn't haunted, Anna will stumble into the decades-long mystery of one of Hollywood's most infamous murder houses... a place with many dark secrets some of which might just kill her. Another hit from the award-winning creators of *Pulp*, *My Heroes Have Always Been Junkies*, *Criminal*, and *Kill Or Be Killed* and a must-have for all Ed Brubaker & Sean Phillips fans! Scheduled to ship in August 2022.

DIA STL212445 ..... \$24.99

**FEATURED ITEM****TIME BEFORE TIME V1**

2140. To escape a world with no future, many turn to the Syndicate a criminal organization that, for the right price, will smuggle you back in time to the promise of a better yesterday. Tatsuo, a Syndicate smuggler, wants to leave his life of crime behind, but when an FBI agent disrupts his escape plan, they both find themselves hunted across time by his former employers. A mix of *Saga* and *Looper*, *Time Before Time* is a sci-fi crime tale that proves the one thing you can never escape is your past. Scheduled to ship in August 2022.

DIA STL194211 ..... \$16.99

**TIME BEFORE TIME V2**

As the Syndicate and the Union wage war across decades, Tatsuo and Nadia continue their journey to reunite Nadia with her family. But a shocking surprise awaits them in the year 2042. The hit crime/time travel series continues in this thrilling second volume! Scheduled to ship in August 2022.

DIA STL201661 ..... \$16.99

**FEATURED ITEM****TWO MOONS V1**

*Rumble* and *B.P.R.D.* writer John Arcudi is back at Image with rising star Valerio Giangiordano for an all-new horror series set in the midst of the Civil War. In the middle of the horrors of the American Civil War, young soldier Virgil Morris discovers that he can't leave his Pawnee origins behind him. Visited by ghosts and visions, he learns that the war is not the worst evil he and his new friend, nurse Frances Shaw, face. Together and apart Frances and Virgil combat madness and hell itself. Scheduled to ship in August 2022.

DIA STL179407 ..... \$16.99

**TWO MOONS V2**

Decades after the Civil War, the Pawnee Nation has been almost totally confined to a reservation in Oklahoma, but Shaman Two Moons, once again in Kansas, is seeking the help of Irish immigrant Doctor Frances Shaw. The ghosts of the Indigenous men and women killed in the 'Indian Wars' will not rest, and the conflict is far from over! Scheduled to ship in August 2022.

DIA STL201657 ..... \$16.99

**MARVEL PRH****SPOTLIGHT ON****STAR WARS: LEGENDS  
EPIC COLLECTION - LEGACY V4**

The end of an era! Nearly 140 years after A New Hope, the galaxy is struggling to maintain a newfound peace. Ania Solo is trying to eke out a meager living by salvaging debris from the recently ended war but when she stumbles upon a damaged communications droid and a stray lightsaber, she and her friends find themselves in deep trouble! Wanted by both the local authorities and a determined Imperial Knight, Ania will soon learn that the lightsaber is at the center of a deadly plot one that leads straight back to the villainous Sith! And at the very end of the *Star Wars Legends* timeline, discover C-3PO's final fate! Scheduled to ship in August 2022.

DIA STL213138 ..... \$39.99



# THE ART OF...

A NEW SERIES  
OF BOOKS  
ABOUT  
WONDERFUL  
MINIATURES  
ART!

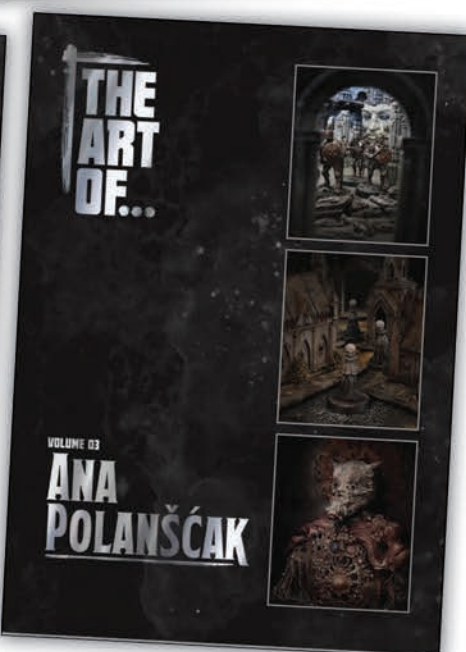
Painting miniatures can be a fun, relaxing hobby, but it's also art, art that millions of people around the world engage in every day. THE ART OF... series promises to delve deeper into the art of wonderful miniatures artists and find out why they create what they and how they go about it.

These first three hardback Volumes feature the work of artists from the U.S., Germany, and Croatia, covering painting for studios, for competition, elaborate kitbashing, sculpting, and using miniatures to create immersive world settings for gaming.

**VOLUME 1 (144p) - \$47 MSRP**

**VOLUME 2 (112p) - \$38 MSRP**

**VOLUME 3 (112p) - \$38 MSRP**





# Paint the Roses

NorthStar

## PAINT THE ROSES

NSG 810..... \$39.99 | Available Q3 2022!

Journey down the rabbit hole, through the Cheshire forest, and beyond the Mad Hatter's tea party to the palace grounds of the Queen of Hearts. Take on the role of her newly appointed Royal Gardeners and finish her garden by painting the roses according to her ever-changing whims. However, the Queen is secretive about how she wants the garden to be arranged and is just as interested in removing people's heads as she is in a beautiful garden.



*Paint the Roses* is a new cooperative puzzle game of hidden information, teamwork, and deduction that automatically adjusts to your skill. Designed by Ben Goldman and illustrated by Jacqui Davis, the game takes place on a beautiful garden board that slowly reveals the puzzle through conversation and play.

Each player holds one of the Queen's whims — secret instructions showing how a section of the garden should be arranged. Every turn, you must work together to guess at least one of these hidden whim cards, but there's a catch: the Queen won't let you share these secret instructions out loud.

While you can't discuss your whim, you are free to share theories at the table on other players' whim cards before making a guess. To help each other



## PAINT THE ROSES: ESCAPE THE CASTLE

NSG 812..... \$29.99 | Available Q3 2022!

solve the puzzle, players take turns adding a shrub tile into the garden, trying to create a visual match of the secret arrangement on their whim card. Clue tokens are added to the garden board whenever a match is created, revealing new information about the whims to the other players.



Along with the main garden board is a greenhouse holding four shrub tiles. Which shrub tile is chosen and where it is placed on the garden board reveals crucial information in helping the team to deduce the correct answer. These simple game mechanics hide a game of deep strategy and logic, and experienced players will constantly find new and more intricate ways to interpret the puzzle.

*Paint the Roses* features a unique system that automatically adjusts the game's difficulty during play. The Queen's whim cards are always available in three different complexities; easy, medium, and hard. The more complex the card, the more points you'll gain when correctly guessed. As you move further around the score track, the Queen will get angrier, and the higher your score, the faster she will chase.







Whenever a whim card is solved, players select a new card of any complexity, allowing newer players to find their feet or help the team adapt to the puzzle during play. If you ever make an incorrect guess when trying to solve a whim and the Queen moves twice her usual speed, increasing the risks the more points you gain.

The more experienced you become, the better you'll get at sharing information and solving the Queen's whims, but remember, the more complex the cards you solve, the bigger the risks, ensuring a close game until the final turn for players of all levels.

As the game progresses, the garden board fills, providing fewer placement choices and raising the tension around the table. While early mistakes in the game are forgiving, the closer you are to finishing the garden, the more the Queen looks to punish your mistakes. Work as a team and complete the royal gardens, but make one mistake too many, and the last words you hear will be "OFF WITH THEIR HEADS!"

### ESCAPE THE CASTLE EXPANSION

After years of being trapped in the castle grounds, you and your fellow gardeners hatch a dangerous plan; to gain the help of a Wonderland friend, trick the Queen, and make a daring escape to freedom. To escape, you'll need to get through the Royal Gate, but the Queen has sealed it with five unique locks. Find the keys to the gate without losing your head, and you'll find freedom from this life of servitude.

*Escape the Castle* is a collection of 6 expansion modules for *Paint the Roses* bringing unique challenges to the game. The Mad Hatter can aid your escape as long as you help him host his famous tea parties. The White Rabbit can lend a hand, but you'll have to be quick! Each game module brings a new way to play *Paint the Roses* and features a loveable wonderland character to help you in your quest.

...

Ross Connell is North Star Games Community and Marketing Manager. He lives in the UK with his partner, their little dog, and too many board games.





# BELLS HELLS

WIZKIDS



## CRITICAL ROLE: BELLS HELLS

WZK 74269 ..... \$79.99 | Available Q3 2022!

Critical Role is back with its next immersive storytelling RPG campaign. Set in the world of Exandria, this new group of adventurers start their journey in the lands of Marquet and through the spire city of Jrusar.

In celebration of Critical Role's third campaign, WizKids and Critical Role have continued their partnership to bring Bells Hells, the party name for the group adventuring this campaign, to your table. WizKids had the pleasure of working with Critical Role to develop the miniatures the group uses during the show. These miniatures are sculpted with care to bring out all of the amazing details the eclectic bunch of adventurers has to offer, making it an easy decision to deliver these miniatures directly to customers' hands. Therefore, for the first time, WizKids and Critical Role bring the characters straight from their table to yours. Using the same sculpts and painted to the highest level of detail done on a WizKids product to date, *Critical Role: Bells Hells* miniatures are just the right thing for any Critter looking to own their own piece of Campaign 3.

This set contains 10 exciting new painted figures:

The first in the upcoming set is Fearne Calloway, brought to life by Critical Role co-founder and cast member Ashley Johnson. This mischievous faun is a lover of plants, preferably of the poisonous variety. Fearne is an enthusiastic collector of eclectic trinkets and baubles she's found along her journey. Fearne's miniature is joined by her chaotic companion, Mister. The fire spirit's monkey form makes a great familiar for any traveler looking for a friend to join their adventure in Marquet.

Joining Fearne and Mister is Orym of the Air Ashari. Critical Role co-founder and cast member Liam O'Brien is living his best halfling life through Orym, and now, so can you! Agile and spring footed, the devoted halfling warrior of Zephrah is getting his own highly detailed pre-painted mini. Also in the upcoming set is Dorian Storm, equipped with his lute and scimitar on his back and his flute handled hand ax. He is as dangerous with his music as he is with his blade. Brought to life by Robbie Daymond (also seen in Critical Role's *Exandria Unlimited*), Dorian is sure to bring an air of inspiration to any adventuring party. Another highly detailed painted miniature in the set is Critical Role

co-founder and cast member Laura Bailey's Imogen Temult. During the campaign, Imogen struggles with the painful effects of her magical powers. Players can join this sweet farm girl as she learns to master her abilities, battling not only the enemies encountered in Marquet but also the storm of voices that penetrate her mind.

A little rough around the edges, Critical Role co-founder and cast member Taliesin Jaffe embodies the punk rock brawler Ashton Greymoore with an abrasive exterior. Infusing their rage with the very chaos magic that keeps him together, Ashton brings a colorful edge to any collection or table. Bells Hells would be incomplete without Fresh Cut Grass, or FCG for short. The sunshiney automaton healer is here to offer their assistance for whatever trials your adventure faces. Critical Role co-founder and cast member Sam Riegel rolls into action as equal parts empathetic companion and fighting machine. Help Fresh Cut Grass as he figures out his purpose in the world, and also, as part of your collection.

Joining the adventurers in this set is the delightfully terrifying undead mage, Laudna, brought to sweet unlife by Critical Role co-founder and cast member Marisha Ray. Her bubbly disposition is beautifully balanced with the perfect amount of macabre. Pair this fun scary witch with a memorable patron from Campaign One or one from your own game. The last member to join Bells Hells is Critical Role co-founder and cast member Travis Willingham's grizzled gnome, Chetney Pock O'Pea, who loves to work with his hands. The master craftsman woodworker comes with a mysterious past. His lycanthropic secret is manifested on your tabletop with the Werewolf Chetney miniature. With this figure, players can bring out the more ferocious side to Chetney Pock O'Pea or any character unlucky enough to contract the same curse.

Fans of the show and tabletop aficionados can expect these new miniatures to hit stores early this fall. Every figure is expertly sculpted and painted in detail never before seen on a WizKids' miniature. Players and collectors have the chance to bring the iconic characters of the show to their tabletop, whether they are bringing the adventures from the world of Exandria to life or implementing the characters into their own homebrewed campaign.

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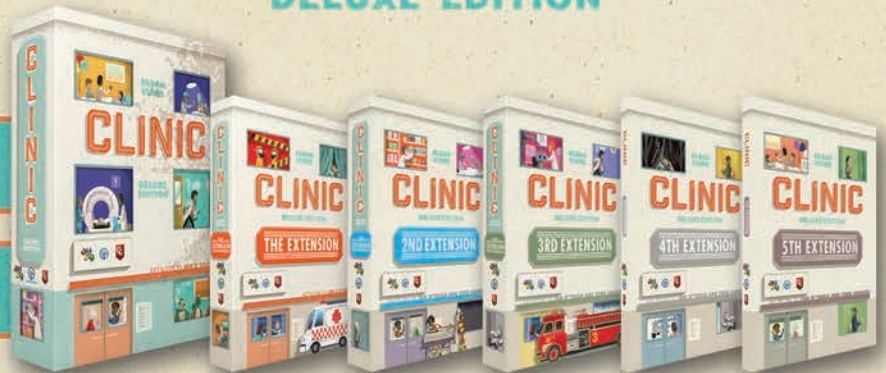


Capstone Games



# CLINIC

DELUXE EDITION



CLINIC DELUXE CLINIC-DLX MSRP \$79.95

TWO GREAT BOARD GAMES BY CAPSTONE GAMES



NOW BACK IN STOCK!

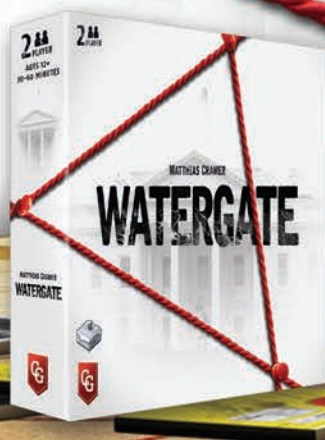
MATTHIAS CRAMER

# WATERGATE

MULTI-AWARD WINNING



FG1024-WH MSRP \$34.95



2 Player Strategy Game

Battle Driven Hand Management Card Game





# SKYMINES

## A COSMIC MINING OPPORTUNITY



### SKYMINES

PSD 57807E .....\$69.99 | Available Q3 2022!

50 years ago, humanity started mining the Moon and the asteroid belt. For decades this task was firmly held by the World Government and its contractors. Recent unrest collapsed this enterprise, leaving it open for those willing to take the risk. Now adventurous companies and private investors look to revive this mining network and claim the profit!

Award-winning designer Alexander Pfister has partnered with Viktor Kobilke to create a new strategic challenge for gamers. *Skymines* is a 1-4 player Euro game where players will become savvy investors and earn the most CrypCoin through careful and strategic actions. Players will invest mined resources in various corporations and spread outposts from base stations to increase their value and rake in the profit. Who will make their mark on the Moon?



### A CAREFULLY CRAFTED PLAN

*Skymines* is a strategic game with a card programming and management system that requires careful and clever planning to get ahead of your opponents. At the start of each game, players will place four company tracks from the five double-sided tracks to create the companies they'll invest in for that game. Each track is different, changing up the gameplay each time. Everyone can invest in any of the four companies, spreading outposts from the company stations across the Moon to increase the value of shares and deciding how much to invest in each company and where to diversify holdings for maximum profit.



Over the course of 7 rounds, players will carefully plan out their strategies and put them into action. During the planning phase players will simultaneously select their desired actions, placing cards facedown in the action area on their personal player boards. At the start of the game three actions slots are available but later two additional action slots can be unlocked by passing a certain space on your tank and research tracks. Once all players have made their facedown selections, the cards are flipped up and the action begins!

### EXECUTE STRATEGIC ACTIONS

Starting with the first player and going clockwise, each player will perform one of six actions on their turn: Use 1 or more resource cards of one type in your action area, use all energy cards in your action area, use 1 research scientist card in your action area, use 1 field scientist card in your action area, place 1 bonus marker, or end your action phase. Proceeding clockwise

the general action phase will continue until all players have completed their available actions and must choose "end your own action phase".

Utilizing the resource cards already in hand will help you mine for new resources and invest in companies. During the planning phase if you placed resource cards into the action area, you



can activate them during the action phase. There are three types of resources: carbon, minerals, and titanium. When activating the resource card action, choose any number of faceup resource cards. Cards that show the same type of resource can be grouped together to add up to a higher value. Then use that total resource unit value to acquire a new card and/or advance on one or more company tracks.

New cards available for purchase from the display board will have a cost printed on the lower right corner of the card in addition to the printed cost for the space on the board. If your unit value matches or exceeds the cost, take the card and put it in your hand, using any remaining resource units to advance on the company tracks. For each resource unit spent, move one of your track markers one space forward, dividing the extra units among as many companies as you want.



Energy cards will enable you to expand companies by placing their outposts in the different sectors of the Moon. Add up the energy points in your action area and use that total to expand one company. The 24 sectors on the Moon are separated with single or double lines, indicating the energy cost to enter that sector. Once you have spent your total expansion value, you'll receive rewards from the sectors you entered that turn.

Research and field scientists will affect the research and tank tracks on your player board. In order for the research scientist to be effective, you'll need to acquire research plans from the display on the board and add them to your personal



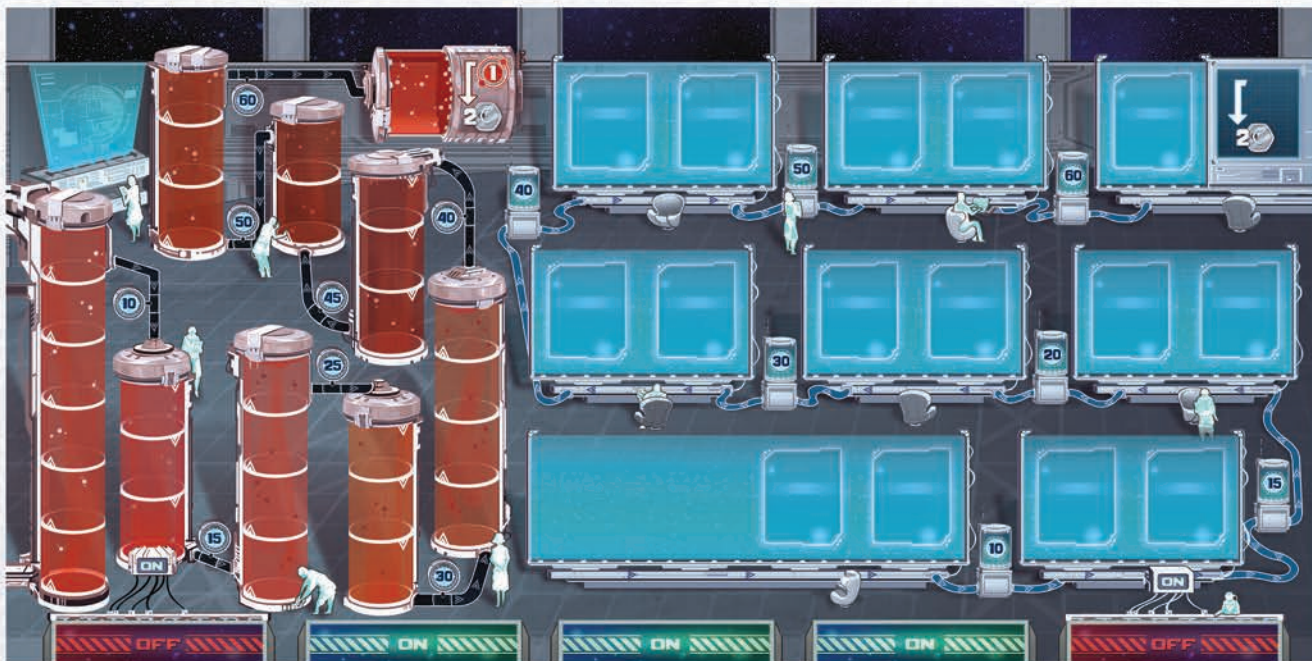
board. Plans can be purchased with research points received through expanding a company or through other bonuses. When activating a research scientist, you'll advance your marker through as many plans on the research track as you can and gain rewards. Timing is important! Make sure to use a research scientist action first before any other actions that may flip over resource or energy cards. The field scientist action will store up helium-3, advancing your marker on your tank track and giving you more CrypCoin.

Activating the bonus marker action allows you to place one of your bonus markers onto a vacant space, gaining its special abilities or rewards. Once a bonus marker is placed, it stays on that space and blocks it for the rest of the round.

Use your resources wisely, expand and invest strategically, and earn the most CrypCoin in *Skymines*! Featuring a double-sided game board, variable gameplay content, a campaign mode, and two special modules, this strategic Euro game for 1-4 players will bring an exciting new challenge to game night.

...

*Beth Erikson is the Marketing Manager for Pegasus Spiele North America. She is an avid gamer, a collector of far too many books, an explorer of the outdoors, and is enchanted with space and the stars.*





# LOST ONES



## LOST ONES

GNE LO01..... \$39.99 | Available Now!

Peter Pan made a massive impression on literature with the concept of being a kid forever. However, in reality, this man in a green outfit kidnaps children from their homes to take them on wild adventures with his mischievous fairy companion.

In *Lost Ones*, you'll start out in a similar situation — being taken from your home and surrounded by fairies. But in this game, the fairies aren't quite as friendly as Tinkerbell. The Fae are a nightmarish and magical race of tricksters who kidnap children. While in captivity, these Fae turn on one another — two different groups of Fae fight each other. As children, you can't understand the conflict between them, but you do see an opening to escape!

And that's where the first turn of *Lost Ones* begins. You and your fellow players are children escaping from the Fae, exploring this surreal world, and surviving the strange and terrifying people you encounter. Your goal is to find a magical Hollows Tree that will provide you a gateway back to your home.

*Lost Ones* borrows a lot of themes and concepts from Peter Pan, but it also borrows a lot from Fae mythology that's often found in modern-day stories like *Dungeons & Dragons*, *Kingkiller Chronicles*, and any number of books and games that borrow heavily from European folklore. The art in the game borrows heavily from these sources to draw you into the story.

Over several rounds, players choose what order to take their turns. You'll spend your turn moving, exploring, using Boons they've gained from previous obstacles, or encountering a piece of the story. Players will come across different obstacles, tasks, and adventures that they'll have to deal with. Of course, some of the *Lost Ones* are better at some skills than others, so planning your turn in advance is your best bet — but it may not always be possible to see what's coming up on the horizon.

Skills are best represented by a hand of cards that they

have access to when coming up against one of these challenges. These obstacles may have multiple outcomes that the player must choose — which will cut off or modify future obstacles. *Lost Ones* is the evolution

and fusion of roleplaying games and traditional *Choose Your Own Adventure* books.

Some of these events may bring the Fae closer to you, closing the gap in their hunt. You may also see time pass as the moon shifts phases, and if the New Moon rises, the gateway closes, and you'll be trapped in this nightmare forever.

Moving through the Otherworld means placing tiles. Each tile contains different icons that lead to stories that tell the narrative of these obstacles and guide you towards the gateway that will lead you back to your world and safety. But you must find the gateway before the Fae catch up to you before you become exhausted by running out of cards

*Lost Ones* features a storybook with over 100 different encounters that you could experience throughout your game. You'll experience a fraction of those stories in any game and always in very different orders. Each time you play will be a different story with different encounters, leaving room for tons of re-playability. With four different characters that each play differently, there are hundreds of ways to experience the game.

If you're lucky, you can avoid the Nightmare that will catch you on your journey. But if not, the horrifying thoughts and feelings in this surreal world will come to life as this winged, clawed creature that will make your worst nightmares come to life around you.

Once you reach the end of your journey, you'll experience one of twelve unique endings. In *Lost Ones*, not only will your choices provide you different paths, punishments, and rewards along the way, but it also defines the narrative ending that you receive — culminating all of those choices you made into this finale.

*Lost Ones* is now available at your friendly local game store. It takes place in the same world as Gordon Alford's cooperative adventure game *Of Dreams and Shadows*, also published by Greenbrier Games. You can also find the *Lost Ones Expansion Pack* which contains 9 brand new tiles, additional story content, a new Boon card, and more!





EPIC SPELL WARS OF THE  
BATTLEWIZARDS

# ANNIHILAGEDDON 2

## XTREME NACHO LEGENDS

**WARNING**

CONTAINS AWESOME  
MATURE CONTENT  
AND PROFANITY

2-5

WIZARDS

17+

AGES

45 MIN!

FIGHT TIME

MAYBE A  
LITTLE LONGER

ARE YOU READY TO UNLEASH NACHO-FLAVORED CARNAGE?

Be careful: The arena is **XTREME** this time around. As matter of fact, it's totally **XTREME**, it's totally **NACHO**... AND it's totally f-ing **LEGENDARY**. This game features the most **INTENSE** deck-building gameplay legally available!

## COMING AUGUST 2022!

Standalone game, but compatible with games and expansions in the  
Epic Spell Wars: ANNIHILAGEDDON series.



**CRYPTOZOIC**  
ENTERTAINMENT

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For more information, visit [cryptozoic.com](https://cryptozoic.com).

**MSRP: \$44.95**





# LEVEL UP YOUR RPG EXPERIENCE



## DRAGON SHIELD: IRON GREY PLAYER COMPANION

AT-50011 RPG..... \$74.99 | Available Q3 2022!

The dice has been cast. A new *Dragon Shield* product hatches.

One of the core values here at *Dragon Shield* is “protecting what our customers love”. So far, that has mostly taken the form of excellent quality card sleeves, binders, and boxes. But coming soon, we are expanding our wings to cover a brand-new line of products with innovative solutions to not only protect but enhance what you love.

Drum roll please.

Introducing *Dragon Shield: Tabletop Roleplaying*.

For the first time, players of the most popular tabletop roleplaying games can experience *Dragon Shield* products developed specifically to heighten the tabletop experience. These products have been under development for well over a year and have been rigorously tested with international roleplaying groups to make sure that we are adding value to pen and paper roleplaying games, like *Dungeons & Dragons*, *Pathfinder*, *Vampire: the Masquerade*, and many more. With this line, our goal isn't simply to protect what you love, but to become something that you love to use.

The first wave of *Dragon Shield Roleplaying* products includes products for players and game masters. Read on for a sneak peek.

The *Dragon Shield Player Companion* was designed to offer players of pen and paper roleplaying games an accessory that went beyond accessorizing and fell squarely in the “can't-game-without” category.

The *Dragon Shield Player Companion* is a two-in-one storage box and gameplay area. Before you sit down to play, the *Companion* serves as a secure storage tool for up to two standard size RPG books, dice, miniatures, pens/pencils, and character sheets. The powerful magnetic enclosure prevents items from falling out, even if you were to shake the box in a backpack.

The *Companion* was designed as the perfect pick-up-and-go solution. It is a place for you to store your most frequently used items, all in one place. It has a sleek, unobtrusive design that fits snugly on a bookshelf. The first two come in red or black highly-durable Dragonskin material.

But wait — there's more.

Once you sit down to play, your *Player Companion* becomes an integral part of the gameplay experience. This isn't a product you are going to want to shove under a table or in a bag when the dice come out. The lid of the enclosure tucks underneath the box to create a handy, sonically pleasing dice tray.

The box is fit with a plastic protective covering under which you can place your character sheet, notes, or any other paper tool. Use the included dry erase marker to track hit points, inspiration, and death saves without marking your character sheet directly. You can easily wipe away the text to rewrite on the overlay as the game progresses.



## DRAGON SHIELD: RED PLAYER COMPANION

AT-50014 RPG..... \$74.99 | Available Q3 2022!

The *Companion* is fully foldable, allowing for a certain level of modularity to your usage. In other words, you can bend it at several points to fit the gaming space in which you find yourself.

If you are one of the many who prefer to use a smartphone or tablet while playing for apps like *D&D Beyond*, you can place your item in the miniature compartment to hold it upright at the perfect viewing angle while playing.

We strove to keep it understated so as not to take up too much table space or attention away from the game at hand, but to push the functionality to its highest level. Once you play with a *Companion*, you are not going to want to go back to playing without one.

Included in each copy of the *Player Companion* is a dry-erase marker for use on the plastic protective sheet and a *Dragon Shield* mini-adventure.

Yes, you read that right. Mini-adventure.

As you may know, *Dragon Shield* products typically come with a short story about the dragon featured on the box art. With our TTRPG line, we're taking this to the next level by introducing 45-minute-long roleplaying adventures that feature our dragons as prominent characters.

These adventures are designed as *Dungeons and Dragons* 5<sup>th</sup> Edition supplemental material using the open-source gaming license but can easily

adapt to fit most roleplaying systems. Each product comes with its own unique adventure with different characters, motivations, and scenarios for players to try out. Don't worry: We wrote these adventures with brand new players in mind. You do not need to know anything about the *Dragon Shield* lore or the dragons to play and enjoy. You might want to familiarize yourself with the basic rules of your RPG system of choice, though.

The TL;DR version of this article?

Included features:

- Room for up to two miniatures, pens, and dice
- Double as a dice tray
- Tough Dragon Skin™ exterior
- Overlay plastic sheet with included dry erase marker for easy hit point tracking and note taking
- Strong magnetic lock ensuring safe transport and storage of contents
- Deluxe duchess satin lining
- Smart phone or tablet holder
- Space for up to two standard-size RPG books

Check back next issue of *GTM* to learn more about our *Game Master Companion*. Trust us: you won't want to miss it. Until then, happy gaming!





# DARK SOULS™

## THE ROLEPLAYING GAME



## PREPARE TO DIE

Experience *Dark Souls* like never before in this **complete tabletop roleplaying game** of adventure, horror, and tactical combat.

Inside the core book pages is **everything** you need to run thrilling roleplaying campaigns set in the ruinous *Dark Souls* universe.



COMPATIBLE

OUT NOW

Dark Souls™ & ©BANDAI NAMCO Entertainment Inc./©FromSoftware, Inc.





# INFERNO RPG:

TAKE THE ROLE OF THE LOST ONES OF DANTE'S LITERARY MASTERPIECE



## INFERNO RPG: DANTE'S GUIDE TO HELL - CORE RULEBOOK (5E)

AGS GIN086..... \$49.00 | Available June 2022!

The "*Divine Comedy*" is an Italian epic poem widely considered to be one of the masterpieces of world literature, as well as one of the most important legacies of medieval civilization. Its extraordinary description of Hell, its torments, and the demonic creatures that afflict the damned, has marked the collective imagination and made Dante Alighieri's verses immortal, inspiring the arts of every age. For this reason, on the 700th anniversary of the death of the poet, Acheron Games launched its most ambitious project: adapting the *Divine Comedy* in the form of a roleplaying game. Thus, Acheron - publisher of *Brancalonia*, the spaghetti fantasy RPG that triumphed with 4 prizes at the 2021 ENNIE Awards - and Two Little Mice - i.e. Rico Sirignano and Simone Formicola, the creative duo behind the award-winning *Broken Compass* - joined forces to develop *Inferno*, the first "Dantesque" Setting Module for D&D 5th edition.



According to the designers, "Inferno is not just your "ordinary" Hell-themed campaign and setting, but a unique and unforgettable experience. "We have studied the original poem for years and translated into the game every monster, phenomenon, environmental effect, situation, and peril of Dante's *Inferno*, to let the players have an immersive experience, faithful to the source material."

To bring the project to light, it was necessary to put together a team of professionals, including literature scholars, to carry players into the dark realm envisioned by the great poet, transforming his unrivaled verses into an extraordinary and never-before-seen blend. The highly original concept of the designers has been developed into three splendid manuals under the editorial direction of Mauro Longo, a renowned writer with dozens of adventures under his belt, and with help on the ruleset by Marco Bertini, a skilled author with thousands of copies sold for Wizards of the Coast' Dungeon Master Guild. On the artistic side, Daniela Giubellini created her masterpiece, depicting with spectacular gracefulness the monstrosities described by Dante, and bringing to life the new

## INFERNO RPG: VIRGILIO'S UNTOLD TALES - GM GUIDE (5E)

AGS GIN087..... \$49.00 | Available June 2022!

## INFERNO RPG: DIVINA COMMEDIA ARTBOOK

AGS GIN085..... \$39.00 | Available June 2022!

archetypes that players will interpret - with the help of Vincenzo Praticò, Fabio Porfidia, and Mauro Alocci, who contributed to the breathtaking visuals with their maps and illustrations.



In *Inferno*, players take the role of *Lost Ones*, living beings forced to cross the threshold of the afterlife to carry out their journey to the Last Gate, the only exit, before losing their Hope. They are alive and they could stay alive during the whole voyage, like Dante did: but the *Inferno* itself, with its demons, damned souls, and perils will try to catch them and enslave them forever. The main challenge of the *Lost Ones* is not to face and defeat the damned or monsters, but to keep their path and their Hope during the entire voyage.

The game comprises twelve brand-new Archetypes with a 1-20 level progression, like normal 5e classes. Each one of them is a philological combination of traits, powers, and suggestions directly taken from Dante's words. All Archetypes can be customized with different traits, backgrounds, and features.



*Inferno - Dante's Guide to Hell* (the "Red Book") is the "Player's Handbook", focused on character creation and its different options, setting rules, and a deep description of the *Inferno* itself. It also



“WHEN HALFWAY THROUGH THE JOURNEY OF OUR LIFE  
I FOUND THAT I WAS IN A GLOOMY WOOD,  
BECAUSE THE PATH WHICH LED ARIGHT WAS LOST.”  
- DANTE ALIGHIERI, INFERNO, CANTICLE I



explains why the PCs are there, who they are, what they could do in Hell, and how to leave this supernatural realm.



The Blue Book, *Inferno - Virgilio's Untold Tales* is at the same time the “Game Master’s Guide” and the “Monster Manual”, with adventures, perils, game hooks, special equipment, a whole campaign, and the bestiary, together with a deeper description of the Inferno as a sandbox, to expand the game after the end of the campaign.



Last but not least: the “Black Book” *Divina Commedia - Inferno*, a volume with the complete artbook of the game and a collector’s edition of the *Divina Commedia* First Canticle. It comes with the original version of the poem, in Italian, together with the English translation by Henry Wadsworth Longfellow.

“This time, we are the Lost Ones in the gloomy wood. This time, it is our Travelers who cross the Acheron, look at the starless welkin, and get on the boat of Charon Demon with the eyes of fire”.

...





# PAINTING HAPPY LIL MINIS



WITH DAVE TAYLOR

## EPISODE #47: ADDING TEXTURE TO CLOTH

Welcome to the latest "episode" of *Painting Happy Lil Minis* in *Game Trade Magazine*. Each month, Dave will provide us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

You can also see Dave painting live each week on our Game Trade Media Facebook page – Thursdays evenings at 7pm EST. Dave is joined by veteran hobbyist Jeff Hall, and occasionally by other painters who each bring great painting advice and their own style to the table.

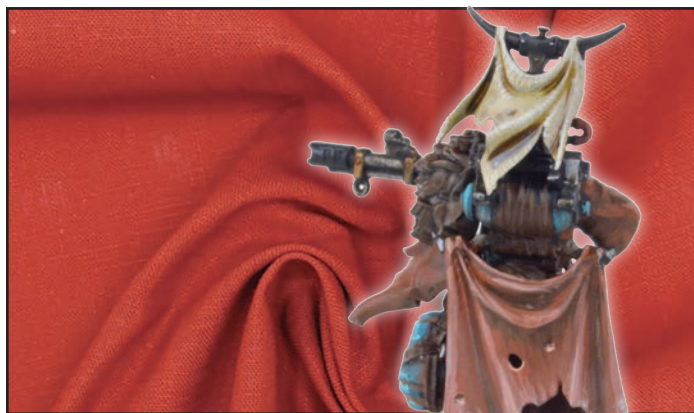
### USING DIFFERENT STROKES TO CREATE HIGHLIGHTS AND TEXTURE

Sometimes we come across miniatures that have large areas of cloth, and sometimes numerous layers of cloth that we can differentiate. The Ash Waste Nomads from Games Workshop are a set of minis that definitely fit this description.

Differing colors or differing tones are two ways that we can separate various layers of cloth on models like these, but another method can add some more depth to our miniatures, and that is using small brushstrokes to create texture on our highlights.

For the rust-red colored cloth example to the top left, the weave is quite coarse, but on a miniature of the size we're working with, you probably wouldn't be able to see it when scaled down. This gives you the option to either apply your highlights in the "standard" fashion (like the miniature to the left), or apply them with tiny brush strokes along the edges of the folds (like we've done on the page opposite).

For the canvas coloured cloth example to the bottom left, you can see the weave is very coarse. Again, we might not see the texture if we scaled things down exactly, but our mind will read it better as canvas if we apply our highlights with long thin strokes. We can leave them as simply lines in a single direction (like the min to the left) or apply a second layer to create hashmarks in the lighter areas (opposite).



The miniatures used as examples on these pages are from *Necromunda: Ash Wastes*, by Games Workshop.





Basecoat with Vallejo Charred Brown, followed by a highlight of a 1:1 mix of Charred Brown and Vallejo Red Leather.



Over a primer coat of white spray, apply some Citadel Contrast Skeleton Horder



Highlight with a layer of Vallejo Red Leather.



Use a fine brush to paint long thin lines as highlights on the cloth with Vallejo Ivory.



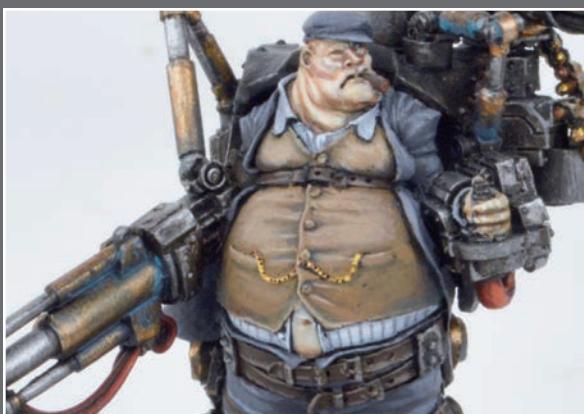
Use a fine brush to paint short thin lines as highlights on the cloth with a 1:1 mix of Vallejo Red Leather and Vallejo Ivory.



Repeat the process, but with the lines perpendicular to the first set. For extra texture, paint hashmarks onto the flat areas.

## OTHER CLOTH TEXTURES

There are plenty of other textures that you can replicate using various brush strokes. On this steampunk model from Infamy Miniatures, his wool waistcoat is highlighted using a stippling technique, where the paint is applied by gently "stabbing" the surface with the tip of the paintbrush.



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life





## THE SEARCH FOR PLANET X (RGS 02079)

From Renegade Games Studios, reviewed by Eric Steiger

 13 & Up	 1 - 4 Players
 60 Minutes	 \$45.00

Let me start by saying, I love *The Search for Planet X*. However, full disclosure, I also did the logic puzzles on the LSAT practice tests for fun, so my barometer on enjoyment may not be calibrated the same as yours. Why do I mention that? Because this game is, essentially, a giant cooperative/competitive logic puzzle that players are racing to solve, and if you are 100% certain that isn't your idea of a good time, turn the page now. But if using the process of elimination to slowly whittle down which of 18 sectors must be the one containing a mysterious hidden planet seems like it even *might* be fun to you, then read on because I suspect it will be.



You begin the game with the app (free for download) secretly assigning Planet X to one of the 18 sectors of the solar system and offering each player a little bit of information about the solar system. The rest of the solar system contains various other things, each with its own placement rules to give you clues about the others - for example, asteroids are always found clumped together, in even numbers (2 or 4). Dwarf planets are always contained within a single band of 6 sectors out of the 18, and Planet X is never adjacent to one. There are two actually empty sectors on the map, but Planet X always \*appears\* to be an empty one, which means it's only really identifiable once you determine what every other sector is. How do you do that?



On your turn, you can take one of several actions. You can scan a band of sectors for a particular type of feature, you can do research to learn a new placement rule that may or may not help you, or you can simply target a sector (up to twice per game) to find out exactly what's in it (unless it's Planet X, in which case it will simply appear empty). Some of these actions are more efficient than others, because the turn order doesn't simply progress clockwise. Instead, the game uses one of my favorite mechanics, found in Queen Games's *Thebes*, in which actions cause you to move ahead various amounts of time on a progression track, and the player in back is always the active one. This allows you to customize your own playstyle - accepting more specific, easier to use clues that take longer to generate, or more general, vague ones that require you to do more deduction on your own but take less time and allow you to take more turns. Furthermore, because we are playing as rival astronomers around the world, only part of the night sky is visible to each player at a time.

In addition, the app allows you to customize the difficulty for each player, allowing one person to play at a harder difficulty and restrict the clues they get, while providing more and easier clues on



the easier settings. But most importantly, *you don't win by finding Planet X*. The most interesting part of the game is that you score victory points by being the first to publish (correctly) the contents of each sector. Naturally, Planet X is the biggest source of victory points, but it's not the only one. And publishing your hard-earned findings (and then getting them confirmed as accurate) gives that information to the other players, making it that much easier for them to locate Planet X later.



In a lot of ways, *The Search for Planet X* is multiplayer solitaire, as you all frenetically ask the app for clues, then write down what it tells you as you try to map the solar system. But not in *all* ways... because the publication mechanic is a blind bid - you can choose to publish the contents of 0-2 sectors, and you all choose secretly and simultaneously. Publish too little, or too late, and other players may beat you to the punch. Publish too early, and even if you're right, you might have given someone else information they desperately needed. And you'll have some inkling of whether you have, because while the information you get back from the app on your turn is secret, your request is not. If you're focused on asteroids, or the content of Sector 15, your opponents will know it, and plan accordingly.

If you enjoy puzzles then by all means try *The Search for Planet X*. The designers did an amazing job taking a relatively straightforward puzzle mechanic and turning it into a genuine game that you play against other people, tempering your logical deduction with strategy and interaction.

...

*Eric is your friend, and friends wouldn't let you play bad games.*







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## THE LOOP (PAN 202110)

From Pandasaurus Games, reviewed by John and Isaac Kaufeld

 12 & Up	 1 - 4 Players
 60 Minutes	 \$49.95

Oh no! Dr. Faux is trying to take over the universe with his villainous Omniscience 2000 project. But the machine's instabilities are ripping rifts in the space-time continuum that could cause a vortex — or even a mega vortex!

Only you and your team at the Agency stand between the universe as we know it and total time destruction. Work together to stop him, repair the rifts, destroy his clones, to save today and all of the yesterdays and tomorrows!

That's the storyline setup for *The Loop*, a cooperative game for 1-4 players from Pandasaurus Games. So check your chronographs and get ready to dive into the top five things you need to know to prevent Dr. Faux from unraveling time as we know it.

### THERE'S A LOT HAPPENING IN HERE

This isn't your typical run-down-the-clock co-op game. Sure, it has an end game timer like most every co-op game, but that's just one part of a multi-faceted whole.

*The Loop* includes five player characters with unique special abilities. From there, it adds elements of deck building, card combinations, and random events. It tops off the mixture with a limited action economy based on energy cubes that players find scattered around the board.

Game turns follow the overall story line. They start with Faux phase, representing the activities of your nemesis, Dr. Faux. Then the current player's agent does their best to protect the universe by facing down clones, collecting artifacts, and completing missions.

### ARMED WITH ARTIFACTS

Dr. Faux may have his evil machine, but the heroes of *The Loop* rely on help from their amazing artifacts.

Every agent begins the game with a personal deck of six starting artifacts such as the Double Battle-Monocle, Auto-Disguise Headband, and the Random Punchline Generator. The artifacts help the agent move through time, repair rifts, gain extra resources, and reposition clones.

At the start of each turn, you reveal three cards from your artifact deck. As your agent uses them, you turn the cards sideways to show they're exhausted. At the end of the turn, you discard all of that turn's cards whether you used them or not, so it pays to do everything you can.

### FIGHTING THE FAUX CLONES

As Dr. Faux does his dirty deeds, he leaves clones of himself throughout time. The clones make your life miserable because they increase the number of rift cubes entering the game each turn.

Your agents can defeat the clones by moving them to their own time with artifacts. The game's graphic design makes this easy to determine since clone tokens carry the color and icon of their paradox era.

### RIFT CUBES, VORTEXES, AND DR. FAUX'S MACHINE

At the center of game — literally — sits your nefarious time-traveling foe's evil machine. In reality, the machine is a randomizer tower with an opening at the top and three chutes at the bottom.

Each turn, you draw a Faux card to represent the dastardly doctor's current plans. You rotate the machine so the center chute faces the era shown on the card, then you take a number of red rift cubes from supply according to the instructions on the card and drop them into the machine.

The cubes jiggle around inside the tower and randomly fall out of the three chutes onto the game board. Each era on the board can handle three rift cubes, but if a fourth one falls into an era, that triggers a vortex which destroys that era's mission. If too many vortexes show up, players automatically lose the game.

### DEFEATING DR. FAUX ON YOUR OWN

The game also includes instructions for solitaire play. In this version, you run two to four agents on your own, but you still only count as a single player for things like determining how many clones come into the game on a turn.

During setup, combine the starting artifact cards for all of your selected agents into a single deck. You'll draw from

this deck at the beginning of each turn.

Turns operate much like they do in the regular game with a couple of exceptions, such as only activating one agent each turn. Drawing and discarding artifacts also works differently, but the changes make sense and support the flow of the game.

### VERDICT

If you like cooperative games but yearn for something with deeper strategic complexity and a lot more moving parts, *The Loop* will scratch that itch.

As we said earlier, there's a lot happening at once in this game. That can feel overwhelming, especially the first time you play. Heck, the game's 18 setup steps (explained across three illustrated pages of the instructions) are pretty exhausting by themselves.

But if you break the pieces down and invest the time to learn the game's iconography, it rewards you with a cooperative playing experience unlike anything else we've seen. With multiple scenarios and missions combined with the right amount of randomness from the Doctor's terrible machine, *The Loop* delivers huge replay possibilities.

...

*John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Isaac at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?*







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## LONG SHOT: THE DICE GAME (PEX 2002)

From Perplext, reviewed by Brian Herman

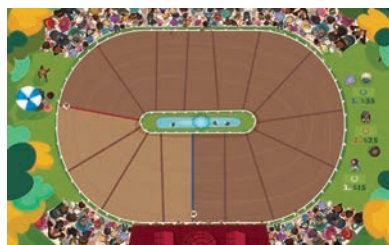
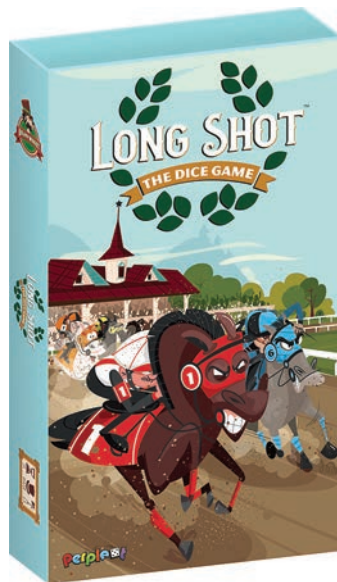
 14 & Up	 1 - 8 Players
 25 Minutes	 \$27.99

Dear reader, as you venture forth into this review, there is one thing you must know. I am not a betting man. I have better things to do with my hard-earned money than risk losing it just for the chance I could increase it. I tell you this not to unburden my own personal idiosyncrasies, but so that you know despite this proclivity the game you are about to read about defies my very nature. *Long Shot*, by Perplext, is a roll and write game about horse racing at the track. It's a game of odds and chance, of making the best assumptions in hopes they will pay off at the endgame. Let me tell you, dear reader: this game pays off big time. Come down the lane with me and hear the pounding of hooves on the track.

To setup *Long Shot*, the track board is set in the center of the play area and 8 wooden meeple horses are arranged at the starting line, with a randomized set of starting cards corresponding to each horse numbered 1-8 laid out below the board. Each player is given a player board and dry erase marker to write on it, as well as a randomized starting set of items to cross off. One of these are "Concessions", a 4x4 grid of numbers the goal of which is to complete rows and/or columns through the game, so getting to cross off 4 of them at the outset is a big help. The other indicates two bets the player can make for free on two random horses. Then each player marks their starting cash at \$12.00, a starting player is selected, and the game is ready to begin.

Gameplay consists of the active player rolling the two included dice, an 8-sided die with each side indicating one of the horses, and a 6-sided die with each side marked 1-3. Both dice are rolled simultaneously by the active player, and the results examined. The 8-sided die indicates which horse moves, and the result of the six-sided die indicating how far that horse moves. Then, that horse's card is checked. At the bottom of each horse's card is a horizontal row numbered 1-8 with 1-2 of them pre-marked with X's. Any X's on that horse's card move those horses 1 space each. Finally, each player starting with the one who rolled the dice can take one of 5 actions corresponding with the result of the 8-sided die roll.

The "Concession" action lets a player mark one of the concessions on their grid of the same number. When a row or column is completed, the player gets a bonus they mark off on the sheet, from a free bet to extra money to a free horse. The "Helmet" action lets a player mark a helmet icon for the chosen number, which



if their owned horse finishes the race. Once the first 3 horses have crossed the finish line, bonuses are paid out, bets are resolved, and players tally up their cash, with the winner being the player with the most greenbacks.

In addition, the game also supports a single player mode, where one player can setup as normal and bet against the fictional horse racing tycoon "Roland Wright" who has his own board and starting cash of \$20. Each turn the player rolls the dice, moves the horses, and takes their action as normal. After which "Roland's" board is consulted, which lays out 24 spaces corresponding to the d8/d3 roll and he gets that particular action. If for some reason Roland can't take the listed action, he gets a "wild" action at the bottom of each column that can gain him money or free bets.

*Long Shot* hasn't failed to impress my group on our gaming nights, eliciting a response of "one more" as the final horse crosses the finish line and victory dollars are calculated. Despite my own personal proclivity against betting, I can't say enough nice things about this game. The thrill of your horse crossing the finish line at the last moment giving you a fat payout cannot be understated and is something this game captures perfectly. Even if you aren't a betting person, trust me when I say *Long Shot* is a safe bet.

...

Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's *Smash-Up*, WizKid's *HeroClix* line, as well as classics like *Settlers of Catan* and *Munchkin*.







GABRIEL J. COHN

# SPACE STATION PHOENIX

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You have assembled a rag-tag fleet of ships. They don't look like much, but they contain the one thing you need to build the station - Metal. You will need to dismantle this fleet, one ship at a time, to get it. Each time you turn a vessel into metal, your action options become more limited.

Do you dismantle your last fast Transport ship - your only lifeline back to the Council HQ? Or the Terran Expedition craft you use to travel down to that little blue planet to gather the food and water your workers need to survive? It is all up to you and your crew in *SPACE STATION PHOENIX*!

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## ALIEN RPG (FLF ALE002)

From Free League Publishing, reviewed by Thomas Riccardi

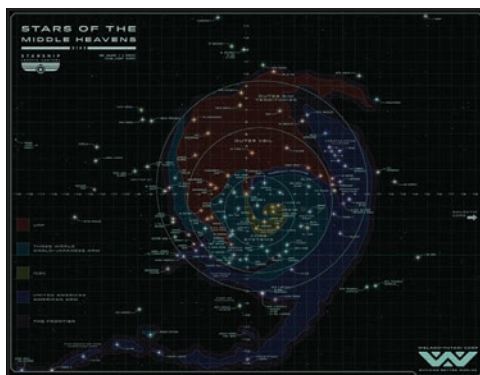
 13 & Up	 4 - 6 Players
 60 - 90 Minutes	 \$57.99

In space no one can hear you scream but you already know that is a lie.

Whether it was in the vacuum of space or on some godforsaken rock, you have heard your friends and crewmates meet their ends countless times. What happened to them still haunts you to this day, but you are determined: will you be able to survive in the darkness of space or will you succumb to the things lurking in the shadows? This is what you will face in the latest release from Free League Publishing welcome to the *Alien Role Playing Game*.

This role-playing game is designed to be played one of two ways and the first is cinematic play. By using pre-generated characters players are thrust into scenarios that have all the look and feel of one of the movies. However, the stakes are high, and the action is vicious so not everyone will make it through this experience alive in these short one-shot sessions. For those that want a longer experience, there is the campaign playing with a group of characters that will grow and evolve over many sessions. The characters can be part of a group of Colonial Marines or start out as a bunch of roughnecks working on a colony.

Alien uses the Year Zero game engine and character creation is point based as you assign fourteen points among four attributes: Strength, Agility, Wits and Empathy. The scores must be no less than two and no greater than four. Each of the character classes that are featured have key attributes, skills and talents (and you may assign 5 points in a key attribute). This is an easier way to start the game and also gives you a bit of depth as you can choose a personal agenda, gear, signature item and appearance. Rolling the dice to attempt any action must have at least one success (six) and you want to avoid rolling failures (one). A failure might not stop the story however, it can result in dire consequences that might hinder your group in achieving a goal. You can also push your roll if you did not roll either a success or failure however, you can only do so once.



Living in the depths of space will not only bring you stress and panic but other hazards as well. These are all covered in the rules and if you fail your stress roll you still have a chance to hold it together or you might go completely catatonic. Other players can help you recover however, it might be detrimental as a xenomorph is bearing down on your crew. The equipment, gear and vehicles are taken straight out of the movies as you will be able to wield a M41A pulse rifle or take a ride in a UD-4 Cheyenne dropship.

The amount of information that is included in this massive 392-page tome is astonishing as it not only gives a timeline of events but a fleshed out galaxy for your players to explore. Governments and corporations are introduced as you will not only get information on the Seegson and Weyland-Yutani corporations and the governments that rule these systems like the United Americas or the Independent Core System Colonies. Each of these organizations has a history, leaders, locations and current activities so that the GM (or Mother) can bring that into their campaign. The systems in the core book not only include the famous LV-426 and Fiorina 161 but other planets giving information about their climate, colonies, key resources and affiliations.

Lurking in the depths of space are all things alien and there is a chapter dedicated to the life that can be encountered in this harsh universe. The xenomorphs that made this franchise are covered in their various life cycles, and we also are given more information about the engineers which were alluded to in the first film. Included in the book is a cinematic adventure entitled Hope's last day that takes place on the colony of Hadley's Hope on LV-426. The events in this adventure happen before the events in the Aliens movie and there are five pre-generated characters that come back from a walk on the surface. Something is wrong with one of the people

of the colony and while a corporate inspection team has come to investigate the characters are given a message to assemble in sublevel 3. Will the characters be able to figure out what is going on and make it to the corporate shuttle to get off this rock or will they die a horrible death?

Any fans of the *Alien* franchise need to get this

book as the game is easy to pick up and play either for a session or a campaign. For more information on this and other games head over to <https://freeleaguepublishing.com/en/>. And remember, stay frosty.

...

When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.







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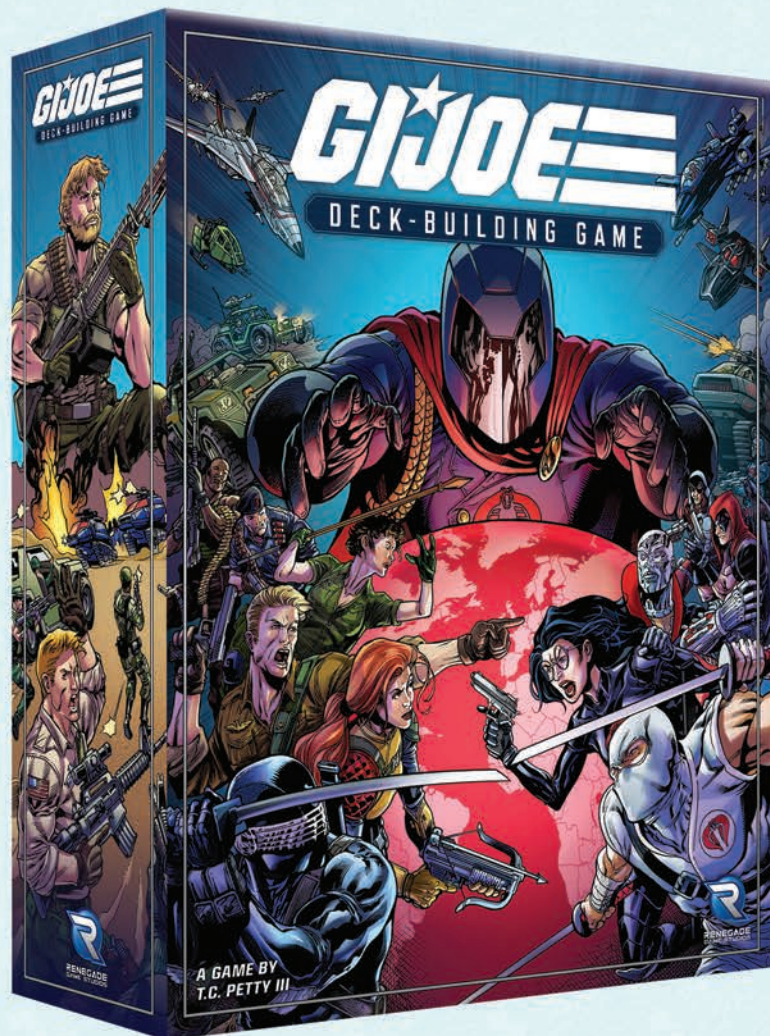
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## Greetings GTM Fans!

Yo Joe! For our June issue, *Game Trade Magazine* and *Game Trade Media* are teaming up with Renegade Game Studios to bring you a heroic giveaway!

One lucky winner will receive a copy of the *G.I. Joe Deck Building Game*, courtesy of our friends at Renegade! To enter this giveaway contest, simply go to the URL below: you can like us on social media, check out our vast archive of videos, and more for entries! This contest opens on May 24th and will close on June 27th, so don't delay!

Already a fan of *Game Trade Magazine* and *Game Trade Media* on social media? We've got you covered! All previous entrants are already included in our latest contest (but feel free to check out our content again).



**ENTER TO WIN!!!**  
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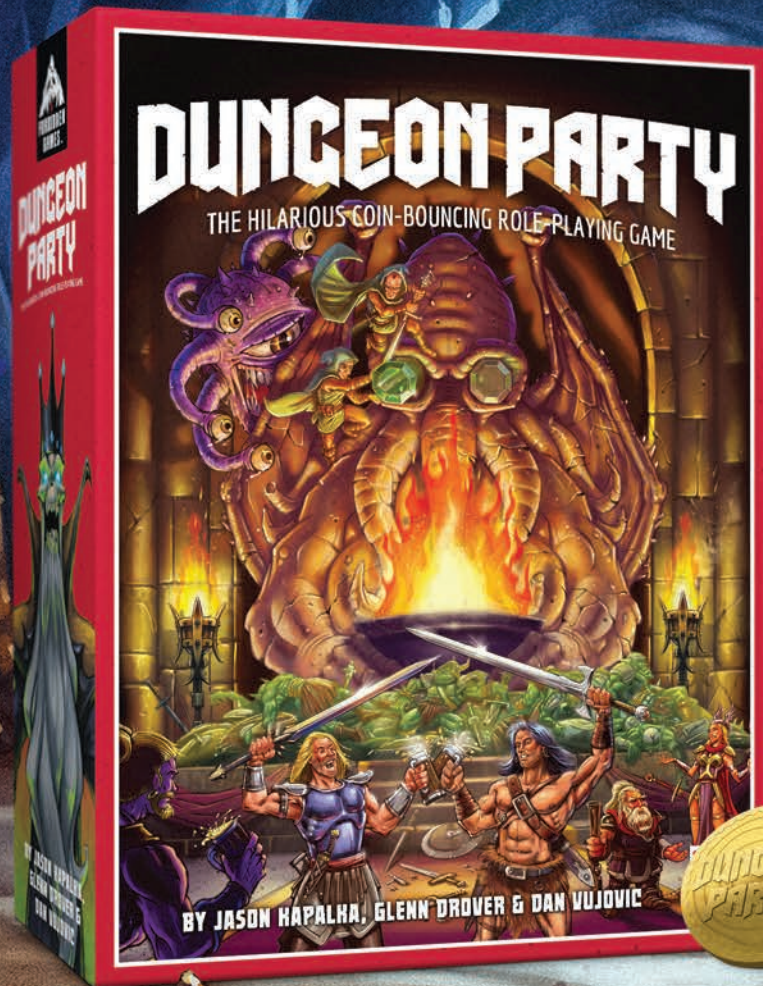
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"Knowing is half the battle."



# DUNGEON PARTY

THE RAUCOUS, PLAY ANYWHERE, COIN-BOUNCING,  
ROLE-PLAYING GAME!



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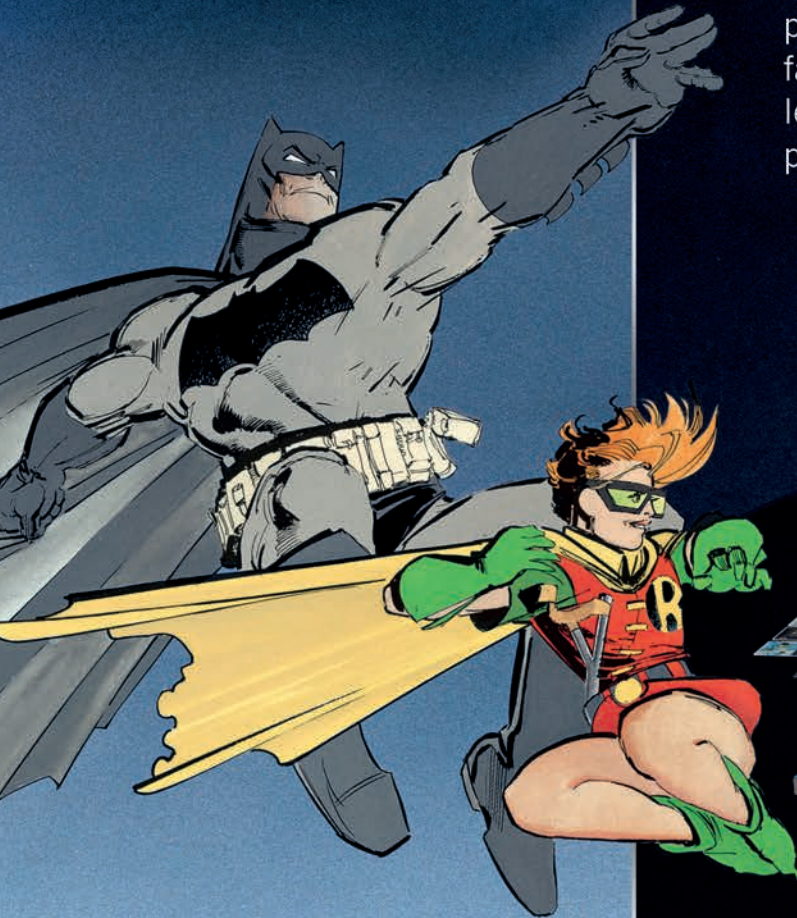




# BATMAN

## THE DARK KNIGHT RETURNS

THE GAME



***It's Time to Come Out of Retirement  
and SAVE GOTHAM CITY™!***

**Batman: The Dark Knight Returns – The Game** is a solo board game experience in which you don the cape and cowl and journey through Frank Miller's iconic comic book series. Instead of traditional leveling up, this is a game of attrition. As Batman™, you must come out of retirement and do everything you can to beat back a relentless tide of ruthless mutants, cops, and press looking to bring you down. Get ready to face villains like Two-Face™, The Joker™, and the leader of the Mutant Gang... as well as your powerful former ally, Superman™!



1-2  
PLAYERS



90 MIN  
PER BOOK



AGES 14+



\*Deluxe Game

**MSRP \$64.99** Base Game

**MSRP \$109.99** Deluxe Game

**FOR MORE INFORMATION, VISIT**

**CRYPTOZOIC.COM**

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ENTERTAINMENT

**AVAILABLE NOW!**





STEAMFORGED.COM



CHAMPION EXPANSION

# JAAK THE DUBIOUS ALCHEMIST

Strange Jaak's skills as an alchemist and healer are legendary. Wherever he roams, his obedient crew of Cauldron Cronies is never far behind, gathering unusual ingredients for his latest healing brew.

Jaak brings a whole new dynamic to Godtear: the ability to heal friendly champions and followers with his potions. Get ready to mix things up!



Godtear - Jaak The Dubious Alchemist & Cauldron Cronies

MSRP: \$32.99  
SKU: SFGT-028



45-60 mins



Age 14+



2 players





## Everything you need to run a thrilling Undead Horde encounter, including:

- Double-sided game mat
- Adventure book
- Monster stats
- 5e compatible
- Tips and tricks for building tension and excitement
- Use as a standalone one-shot or as part of an existing campaign

## Can you survive the Arena?

# Epic Encounters

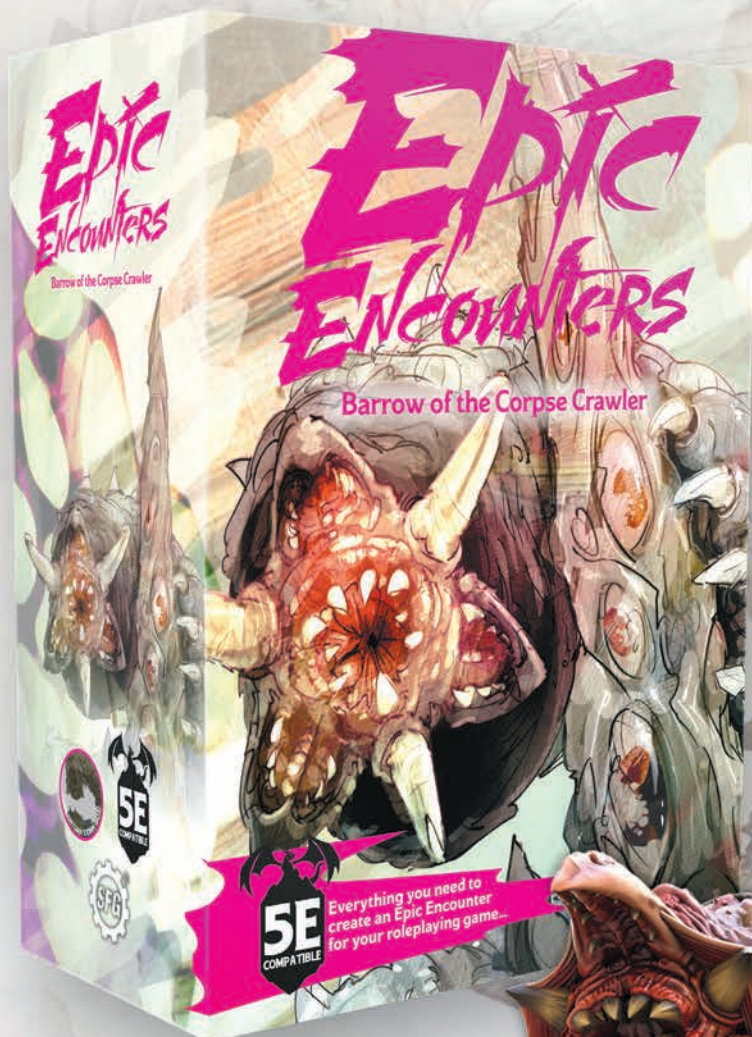
Arena of the Undead Horde is an **all-in-one** boxed roleplaying encounter **suitable for new and experienced players**. It's **5e compatible** and **ready to play** as part of a new or existing roleplaying campaign.

This warband box contains **everything you need** to run your own Epic Encounters, including 20 highly detailed minis, a double-sided game mat, and an adventure book.



**Epic Encounters - Arena of the Undead Horde** SKU: SFEE-012  
MSRP: \$54.99





## FEATURES & BENEFITS

- Includes a gargantuan Corpse Crawler miniature on a 100mm base; the ideal centrepiece for an unforgettable flesh-eating campaign!
- Play one-shot boss battles or include in roleplaying campaigns, using the adventure book and map inside.
- Pair with the compatible warband box, *Hive of the Ghoulin*, for a spine-tingling, subterranean campaign of epic proportions
- Ready to go right out of the box! Ideal for beginners and experienced players



Epic Encounters - Barrow of the Corpse Crawler SKU: SFEE-014  
MSRP: \$44.99

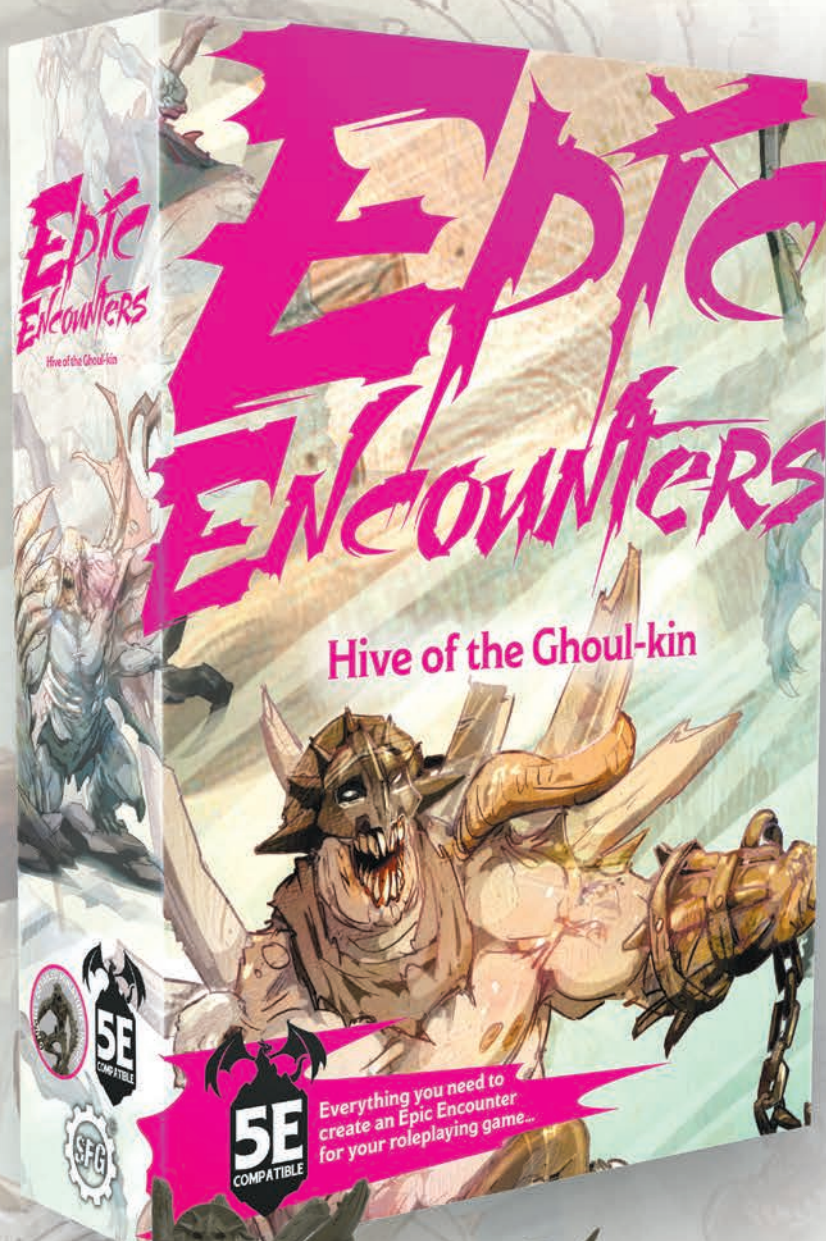
\*miniature supplied unpainted



Run unforgettable  
roleplaying nights  
with Epic Encounters



15 Highly  
Detailed  
Miniatures



SKU: SFEE-013 Epic Encounters - Hive of the Ghoulin  
MSRP: \$54.99

\*miniatures supplied unpainted





GARGANTUAN  
LICH MINIATURE  
INSIDE! (100MM  
BASE; UNPAINTED)

## Can you slay that which refuses to die?

Tower of the Lich Empress is an **all-in-one** boxed roleplaying encounter **suitable for new and experienced players**. It's **5e compatible** and **ready to play** as part of a new or existing roleplaying campaign.

This boss box contains **everything you need** to run your own Epic Encounters with the Lich Empress, including one gargantuan Lich Empress miniature, a double-sided game mat, and an adventure book.

# Epic ENCOUNTERS



SKU: SFEE-011 Epic Encounters - Tower of the Lich Empress  
MSRP: \$44.99

\*miniature supplied unpainted



## STARTER SETS

Factionless and fast-paced, Godtear is a hex-based arena battle game with characterful minis. Take control of ANY mighty champions and fight to claim the powerful tears of perished gods!

AVAILABLE NOW

MSRP: \$54.99

SKU: SFGT-012

AVAILABLE NOW

MSRP: \$54.99

SKU: SFGT-013



### THE BORDERLANDS AND ETERNAL GLADE STARTER SET CONTAINS:

- 12 pre-assembled, pre-coloured miniatures
  - Full rulebook
  - Double-sided battlefield board
- All the dice, cards, and tokens you need to play



45-60 mins



Age 14+



2 players





## RESIDENT EVIL 3 THE BOARD GAME



## HORIZON ZERO DAWN THE BOARD GAME

# WHO ARE STEAMFORGED GAMES?

Steamforged Games is led by a love of the craft and a mission to deliver compelling tabletop experiences that capture people's emotions. From small beginnings in the corner of a hobby gaming store, the team has gone on to create authentic tabletop versions of some of the biggest video games around. And with original titles like Epic Encounters, which Forbes called the "Blue Apron [of] Dungeons & Dragons"; the highly-rated skirmish wargame, Godtear; and their star-studded upcoming dungeon explorer, Bardsung, Steamforged is fast building a reputation as a producer of their own excellent IP's.



## DARK SOULS THE ROLEPLAYING GAME

Want to get in touch with Steamforged?  
For commercial enquiries, reach out to [toby@steamforged.com](mailto:toby@steamforged.com).